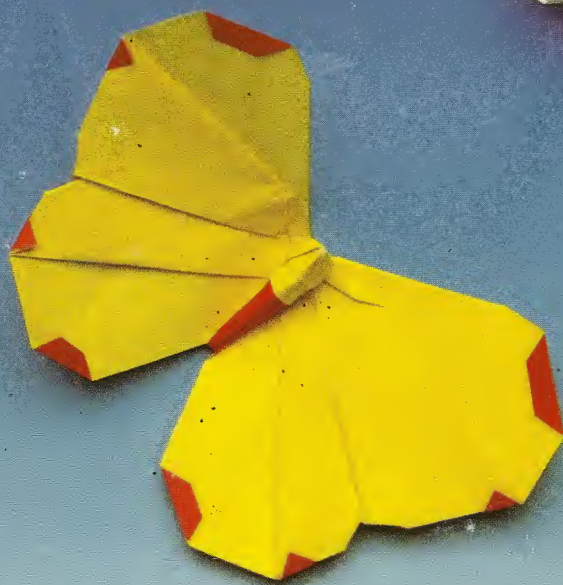
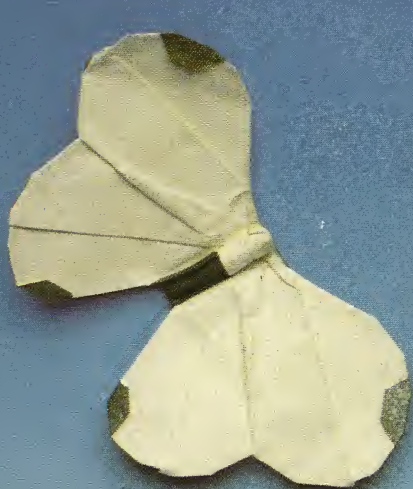


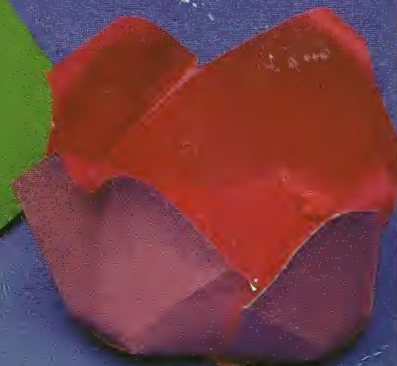
Divertitevi con L'ORIGAMI



64 modelli inediti
soggetti vari per principianti ed esperti
creati da Alfredo Giunta

dell'Abbatense

Taggiano



il Castello

INTRODUZIONE

Quasi tutti, ormai, sanno che Origami è una parola giapponese che significa carta piegata; e piegare la carta per creare figure di animali, di fiori, di aerei, macchine o altro, è stato per me, sin dalla fanciullezza, motivo di grande gioia. Ho superato con l'Origami momenti di tristezza, ho riempito il vuoto di giornate grigie e piovose, ho vinto la noia di viaggi lunghi e monotoni, mi sono divertito a piegare con i bambini e la ricompensa è stata sempre il loro sorriso e la loro meraviglia.

L'Origami, oltre ad essere un'affascinante arte creativa, a volte complessa, può anche essere considerato un gioco. Un gioco con cui divertirsi, realizzando allegri modelli di carta.

Ed è a questo scopo che ho voluto raccogliere in questo volume una serie di figure di vario genere, tutte divertenti, piacevoli ed abbastanza facili da piegare, che non necessitano di carte speciali o tecniche particolari. C'è da dire però che, poiché in una «zuppa» un po' di sale e un po' di pepe non guastano mai, qualche modello un po' più impegnativo si trova anche qui, se non altro per accontentare i piegatori più esperti, ma soprattutto per rispondere alla richiesta del principiante che, fatta esperienza con i «lavori» semplici, sentirà l'esigenza di cimentarsi con soggetti più complessi.

Accanto al nome di ogni modello troverete uno, due o tre asterischi, con funzione di indicare il livello di difficoltà, considerando un asterisco per i modelli più facili, due asterischi per i modelli di media difficoltà e tre asterischi per i modelli più difficili.

Badate però, che la difficoltà dipende soprattutto dalla maggiore o minore conoscenza e assimilazione delle pieghe di base, dal grado di intuizione operativa (interpretazione dei diagrammi) e dalle capacità manuali, unite alla precisione ed alla pazienza. Tutte doti che variano da persona a persona, per cui il problema «difficoltà» è soggettivo, cioè, se non si è fatto mai origami, anche il modello più semplice può risultare difficile... e viceversa!

Come consiglio, quindi, imparate bene la simbologia, poi osservate, prima di cominciare a piegare, i diagrammi e cercate di interpretare il modello che state per realizzare, immaginando il processo creativo così come è nato nella mente dell'autore. Poi seguite di volta in volta l'ordine dei disegni e le indicazioni date dalla simbologia, raffrontando sempre il disegno precedente con il successivo, in modo da verificare il risultato ottenuto.

Se al primo tentativo non sarete riusciti a riprodurre il modello nel modo più corretto, non scoraggiatevi e riprovate ancora; ricordate che finché non avrete piegato più volte ed imparato a memoria i vari passaggi, difficilmente riuscirete ad ottenere buoni risultati. Piegare con precisione e non abbiate fretta: l'Origami induce alla riflessione calma e serena!

In questo libro troverete sessantaquattro soggetti da piegare, comprese le varianti, il che rappresenta un buon numero di modelli (per un libro di modeste proporzioni come questo), molti dei quali possono essere adatti a diverse festività e ricorrenze. Tra gli animali ho scelto quelli più conosciuti e più accattivanti, che spesso si trovano protagonisti delle nostre favole. Sono comunque tutte creazioni inedite. Tutte le figure si realizzano da fogli quadrati o rettangolari di diverse proporzioni ed utilizzano la normale carta da Origami che si trova facilmente in commercio.

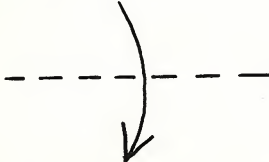



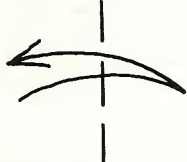
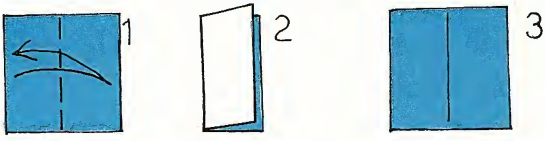

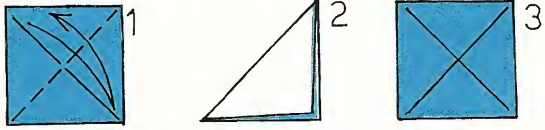
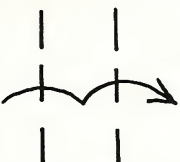
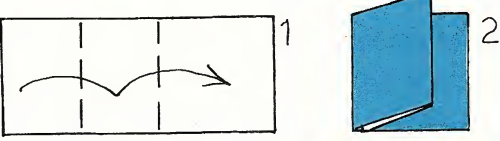
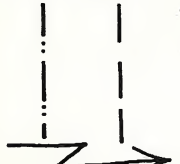
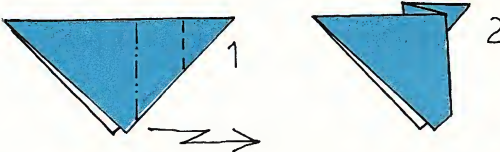

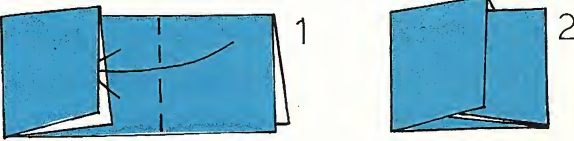
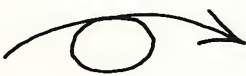

Piegare e ripiegare, dunque, e fatelo divertendovi; provate anche voi la gioia di far nascere dalla punta delle vostre dita, tutto un allegro e variopinto mondo di carta.

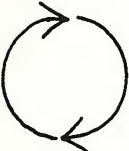
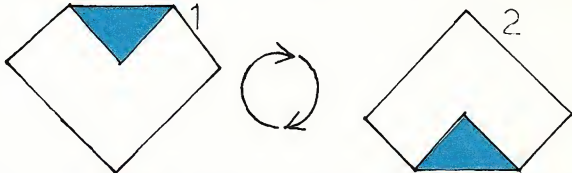

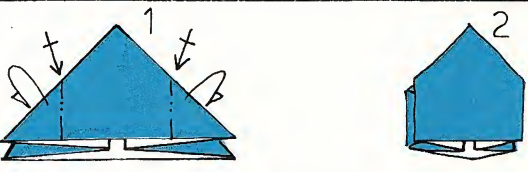
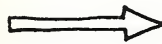


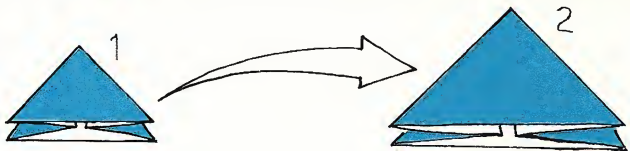

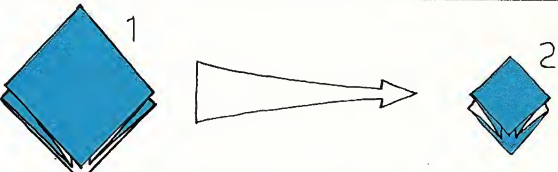

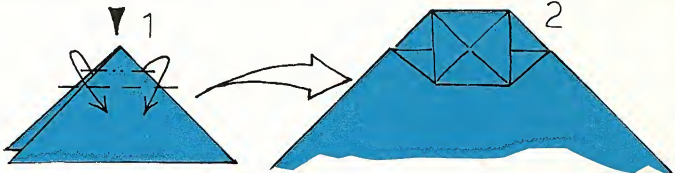

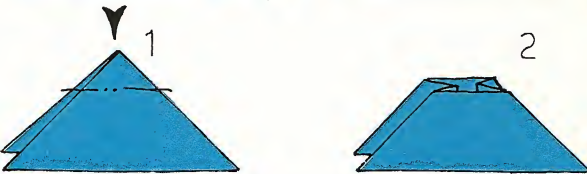
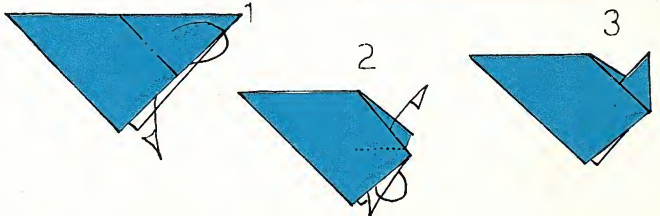
Alfredo Giunta

Imparate e memorizzate bene questi simboli, e il modo di piegare che indicano, prima di passare alla realizzazione dei modelli. In queste nozioni è racchiusa buona parte del segreto per riuscire nell'Origami.

SIMBOLI

ESEMPI DI PIEGATURA

 <p>Piega a valle</p>	
 <p>Piega a monte</p>	
 <p>Piegare e riportare nella posizione iniziale</p>	
 <p>Una linea continua indica una piega già esistente</p>	
 <p>Piegare più volte.</p>	
 <p>Piega a fisarmonica</p>	
 <p>Intascare</p>	
 <p>Voltare la figura</p>	

SIMBOLI	ESEMPI DI PIEGATURA
 <p>Ruotare la figura</p>	
 <p>Ripetere una due tre volte dall'altro lato o dietro</p>	
 <p>Tirare, spingere</p>	
 <p>Aumento di scala</p>	
 <p>Diminuzione di scala</p>	
 <p>Schiacciare il punto indicato da questo simbolo</p>	
 <p>Far rientrare il punto indicato da questo simbolo</p>	
<p>..... Una serie di puntini indica una piega nascosta tra i lembi della carta</p>	

- Generalmente per fare Origami si può usare qualsiasi tipo di carta. Comunque, può risultare più divertente e avvincente realizzare i vari modelli usando un foglio che possiede il colore idoneo al soggetto.

È molto facile, attualmente, trovare in commercio carta per Origami, già confezionata in pacchetti, di formato quadrato, in diverse misure, bianca da un lato e colorata dall'altro; tuttavia, benché questa carta bicolore sia reperibile, spesso non si riesce a trovare fogli con l'accoppiamento di colori che cerchiamo. Si può allora ovviare all'inconveniente incollando due fogli con i colori che ci servono.

I modelli di questo libro, come ho già detto, non necessitano di carte particolari, tuttavia alcuni modelli di tipo tridimensionale, quali ad esempio la stella dell'albero di Natale a pag. 47; il fungo tra l'erba a pag. 67; la stella di mare a pag. 81; il jet a pag. 94; l'aereo ad elica a pag. 96 e il camion a pag. 102, si realizzano meglio usando carta metallizzata, anch'essa facilmente reperibile nelle cartolerie o nei negozi specializzati.

Questo tipo di carta, a differenza di quella normale, ha la capacità di mantenere la piega nel tempo e si presta molto bene alla modellazione. Ottimi effetti tridimensionali si possono anche ottenere utilizzando i cartoncini da disegno, purché non siano lisci, né troppo spessi, e prima di essere piegati vengano inumiditi da entrambi i lati con una spugna leggermente intrisa di acqua.

- La simbologia usata in questo libro è quella internazionale, è di facile lettura e una volta imparata permette di realizzare i modelli di ogni altro libro, anche se scritto in una lingua straniera.

- Nel primo diagramma spesso trovate, oltre alle linee di piegatura, tratteggiate, anche alcune linee continue; queste ultime rappresentano le linee di pre-piegatura, cioè quelle pieghe che devono essere fatte prima di iniziare il primo passaggio e che servono a dividere a metà il foglio e per individuare il centro, onde sia più facile localizzare le altre pieghe.

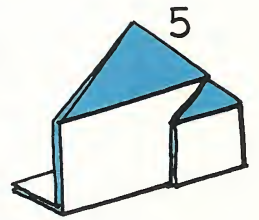
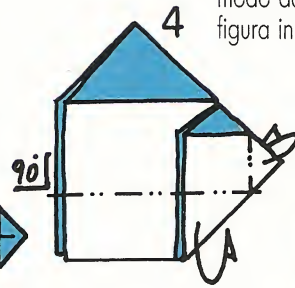
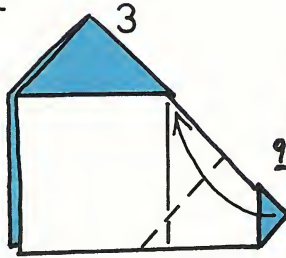
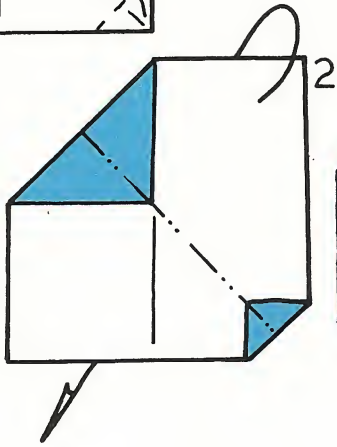
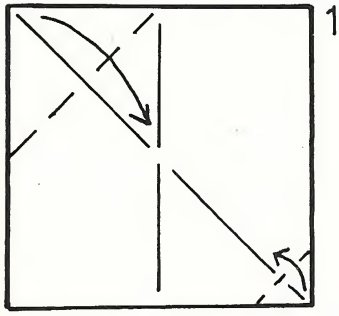
- Ogni disegno raffigura due situazioni, il risultato delle pieghe precedenti e come si dovrà piegare per ottenere quelle successive, per cui prestate molta attenzione ai vari grafici. I passaggi un po' particolari sono facilitati dalle didascalie accanto ai diagrammi.

- Piegare sempre su di una superficie dura e liscia, e ripassate bene ogni piega con il dorso dell'unghia.

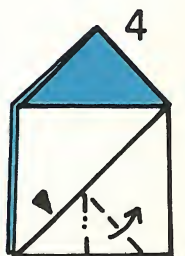
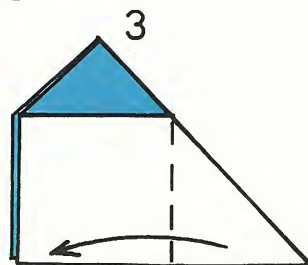
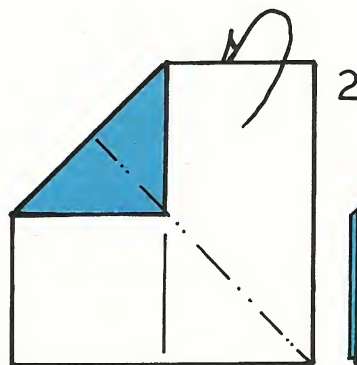
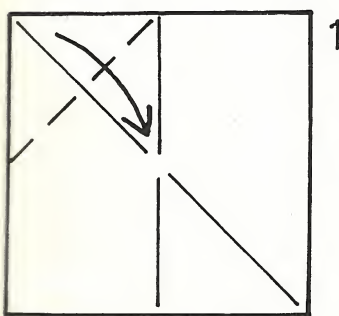
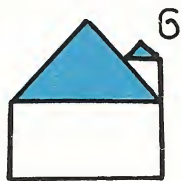
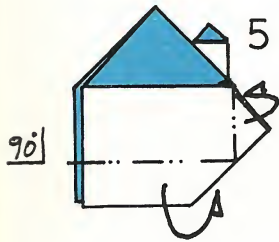
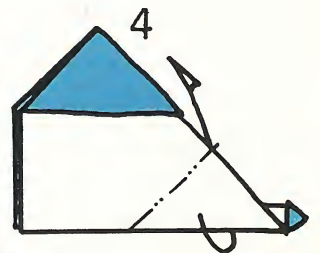
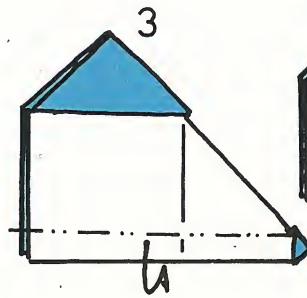
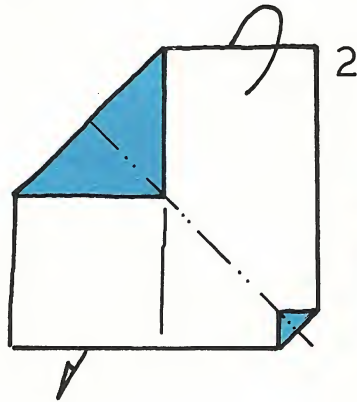
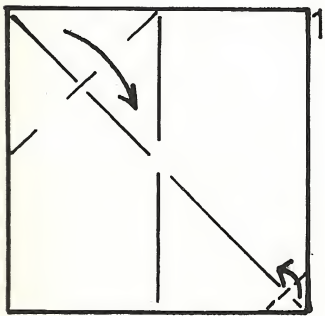
- Ricordate che l'Origami è un'arte perfettamente geometrica e che le varie suddivisioni di piegatura devono essere sempre perfette: un piccolo margine di errore in principio, diventerà sempre più grande nelle sequenze delle varie piegature e sarà causa di difetti nel risultato finale.

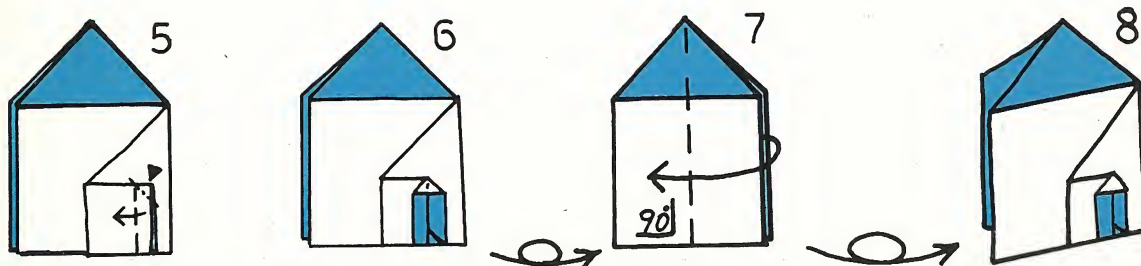
- Vi auguro buon lavoro e spero che vi divertiate a piegare i modelli che ho proposto in questo volume

LE CASSETTE

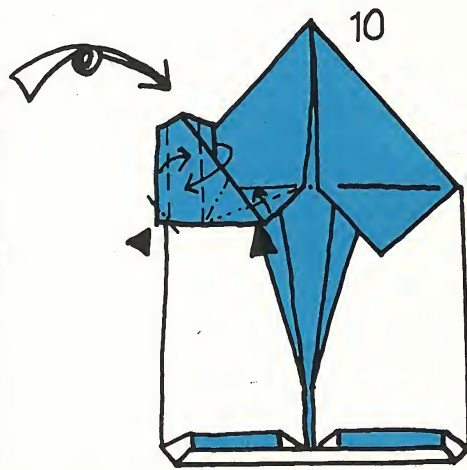
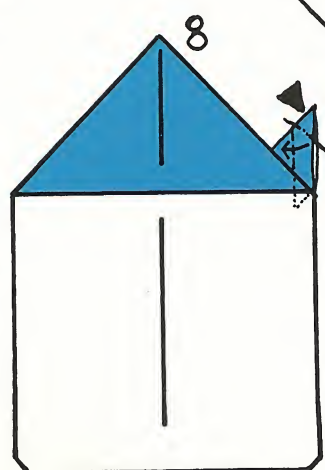
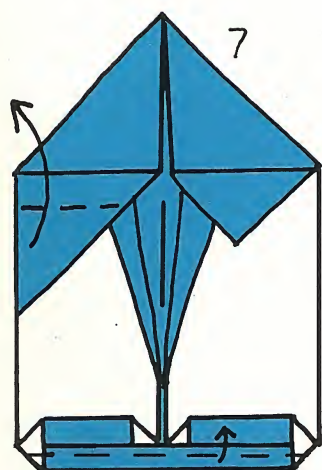
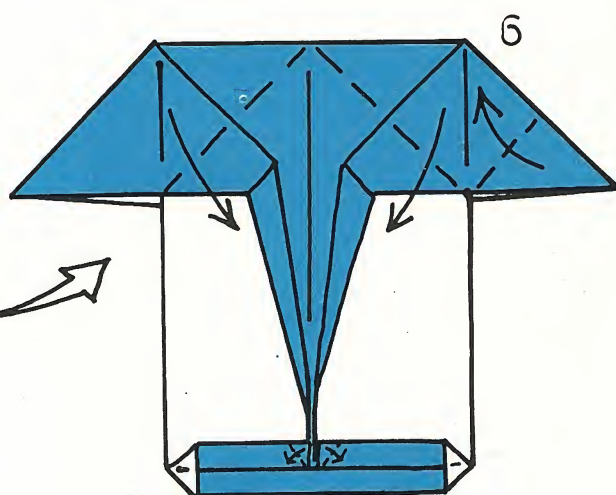
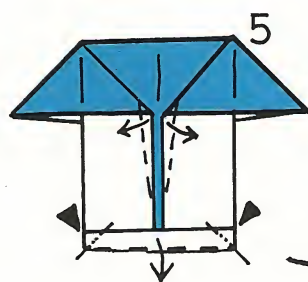
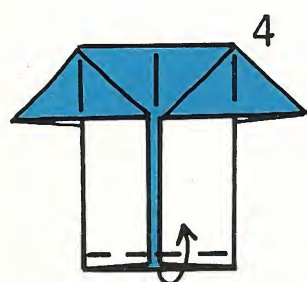
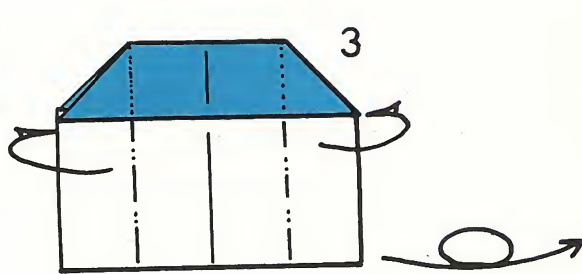
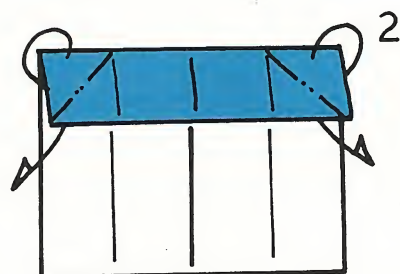
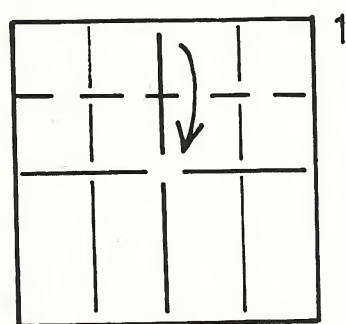


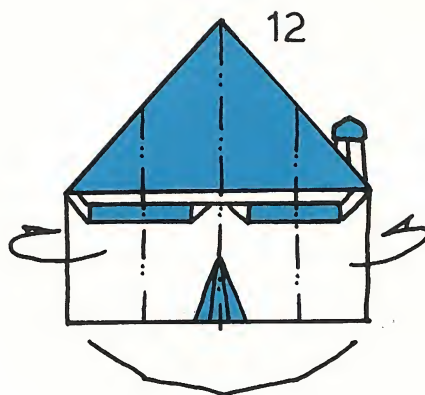
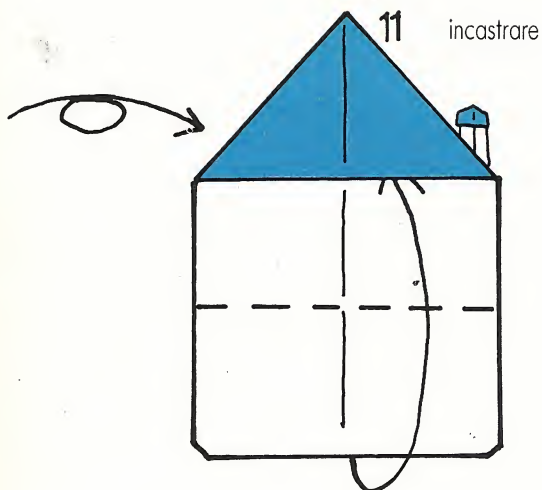
i due lembi in basso
devono essere
piegati a 90° in
modo da far stare la
figura in piedi



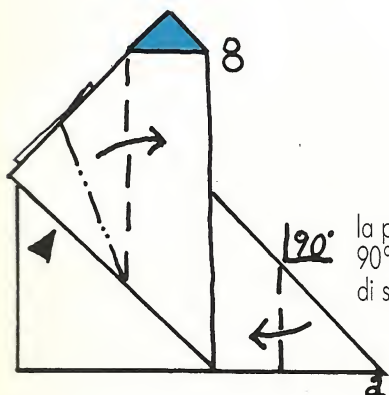
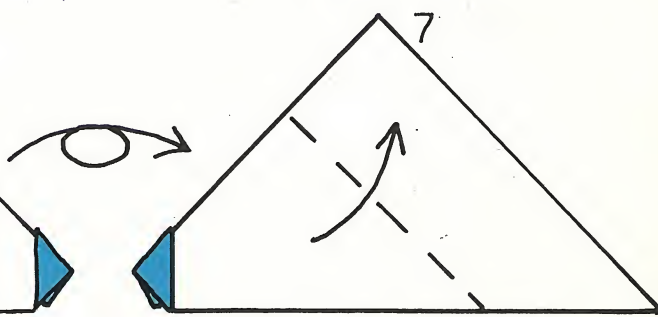
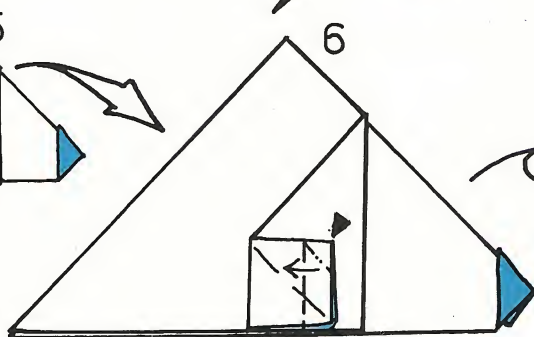
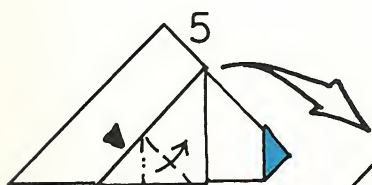
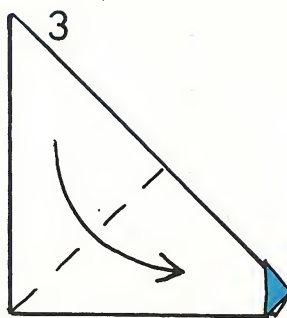
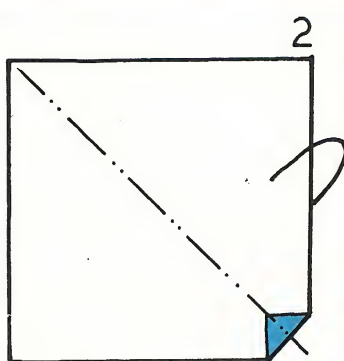
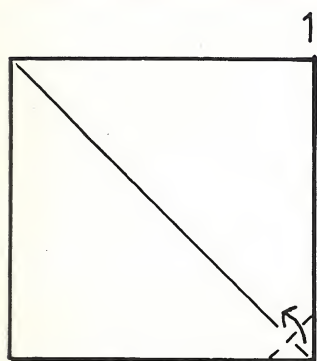


questa piega
permette alla figura
di stare in piedi

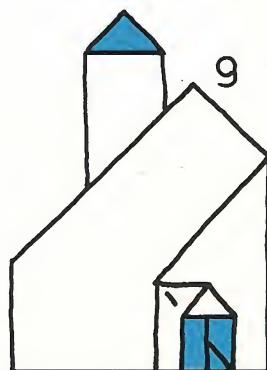




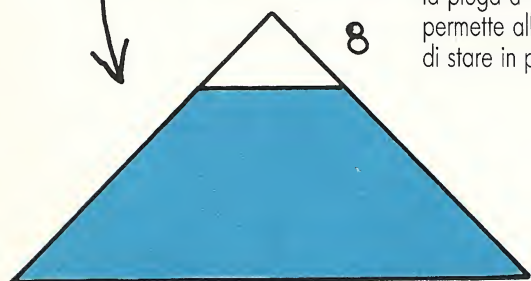
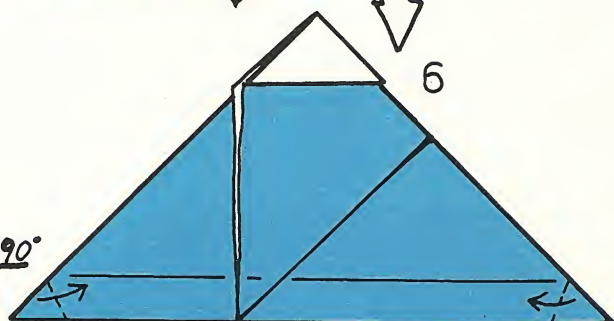
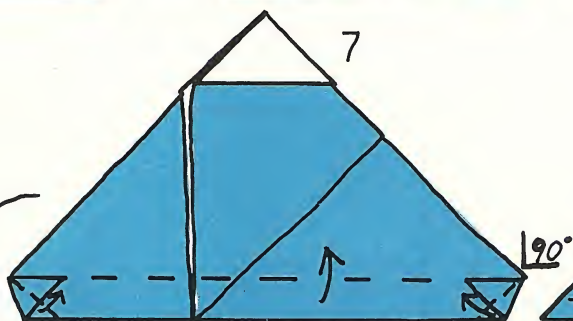
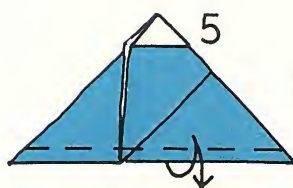
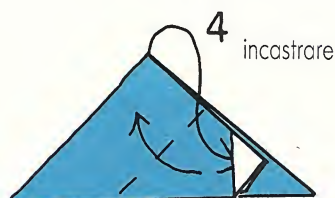
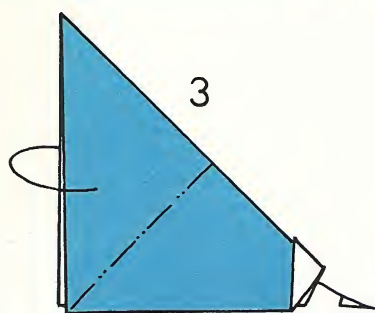
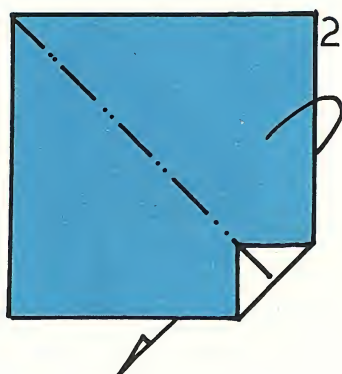
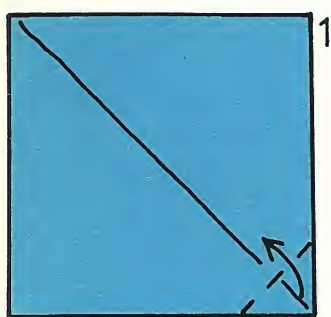
LA CHIESETTA



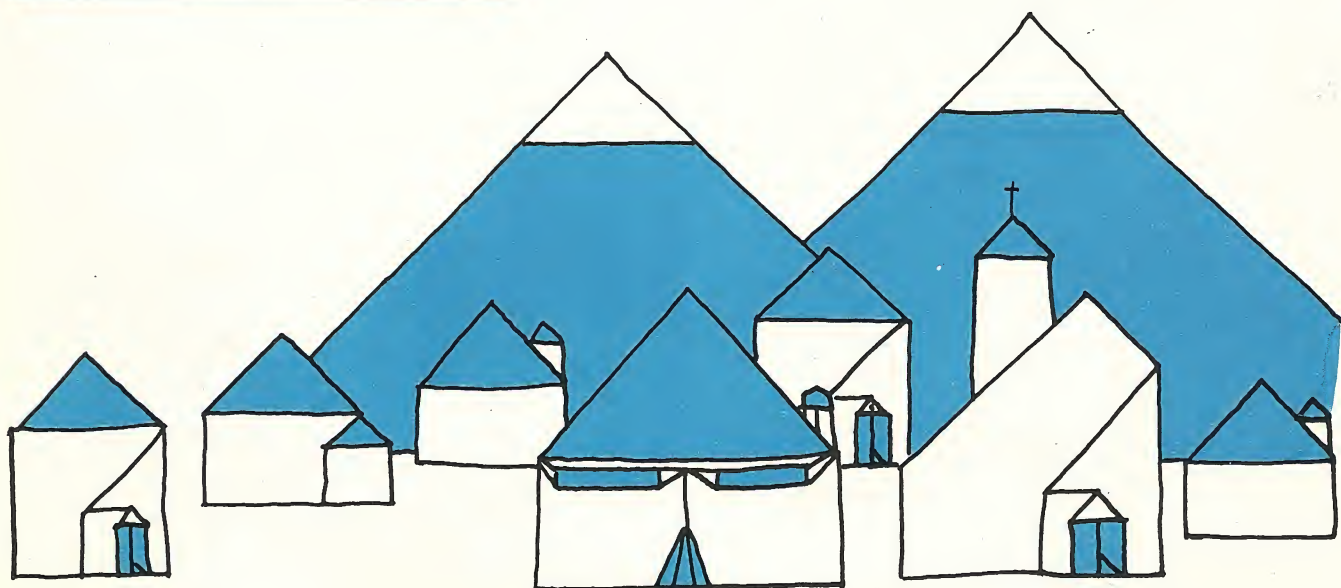
la punta (a) piegata a
90° permette alla figura
di stare in piedi



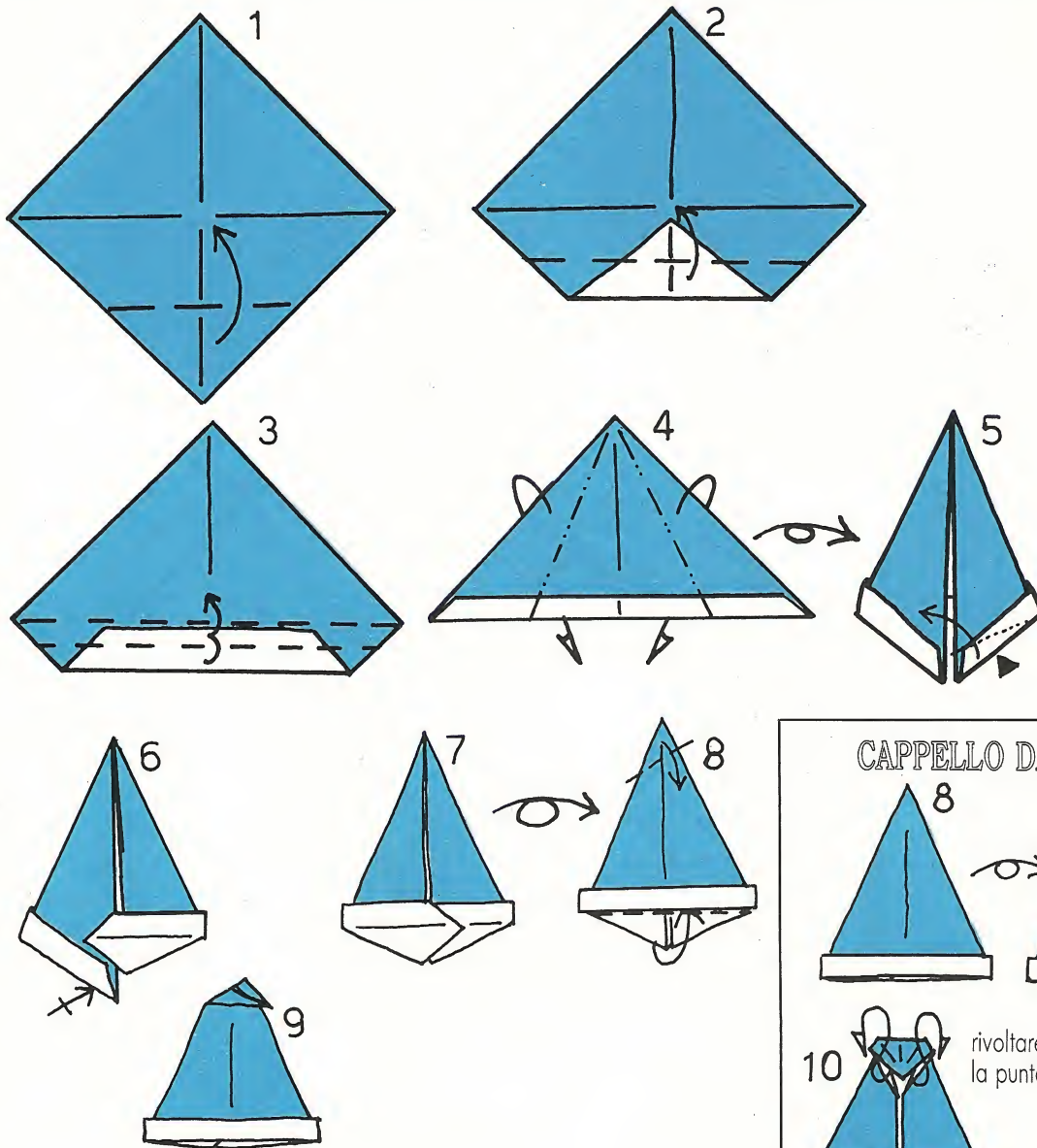
LA MONTAGNA DALLA CIMA INNEVATA



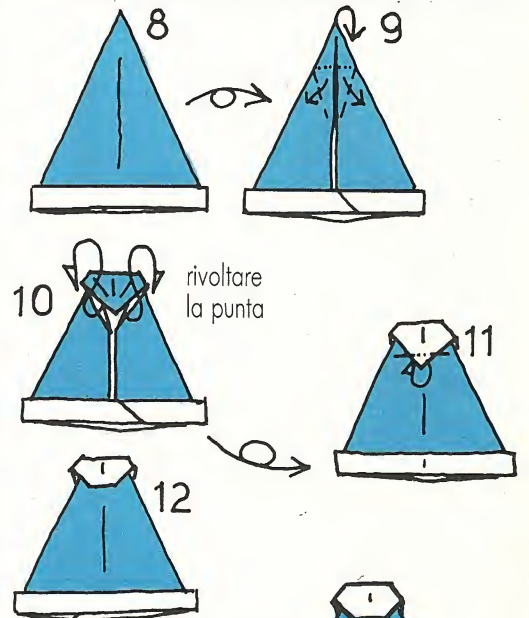
la piega a 90°
permette alla montagna
di stare in piedi



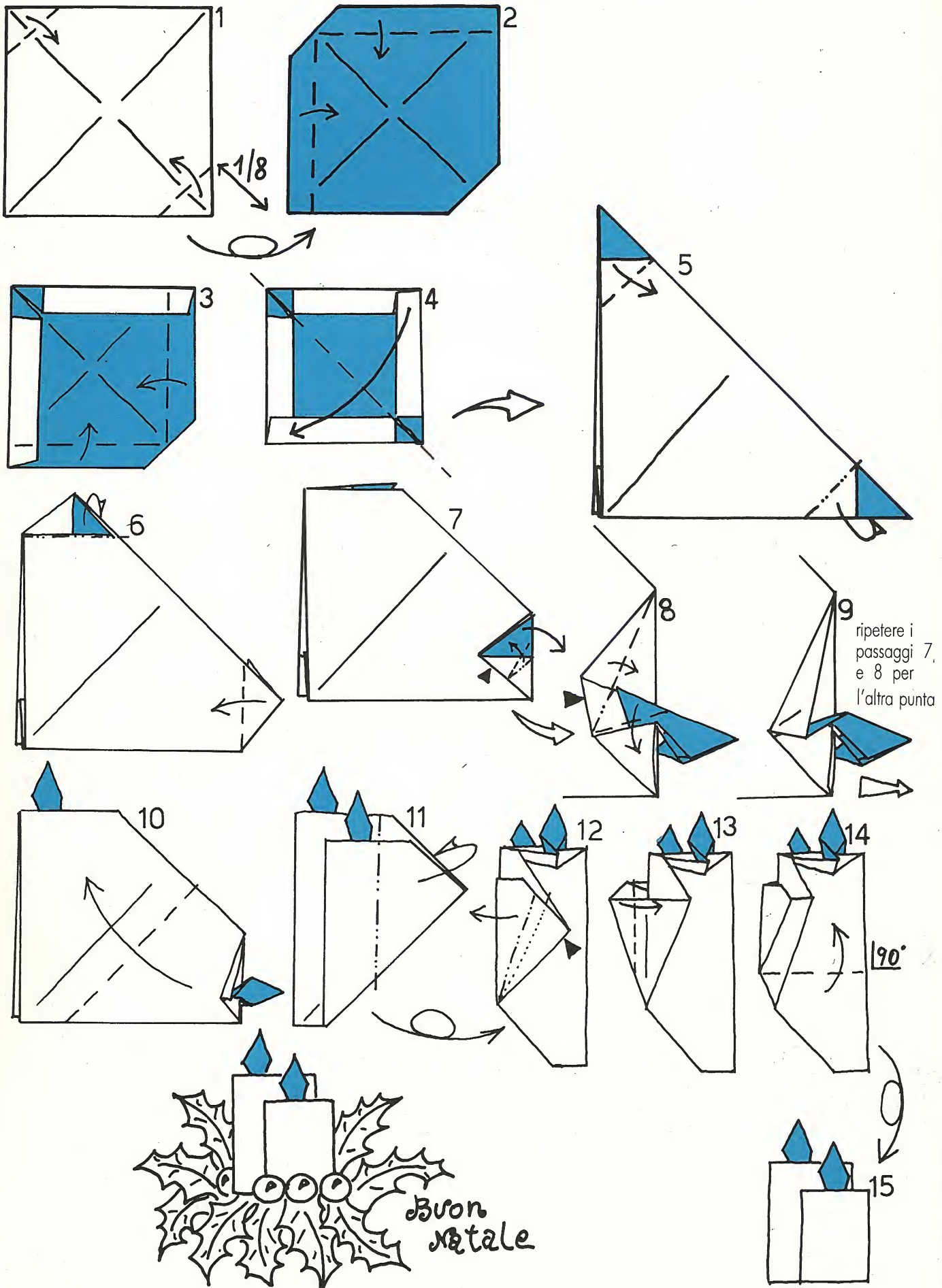
IL CAPPELLO DA GNOMO

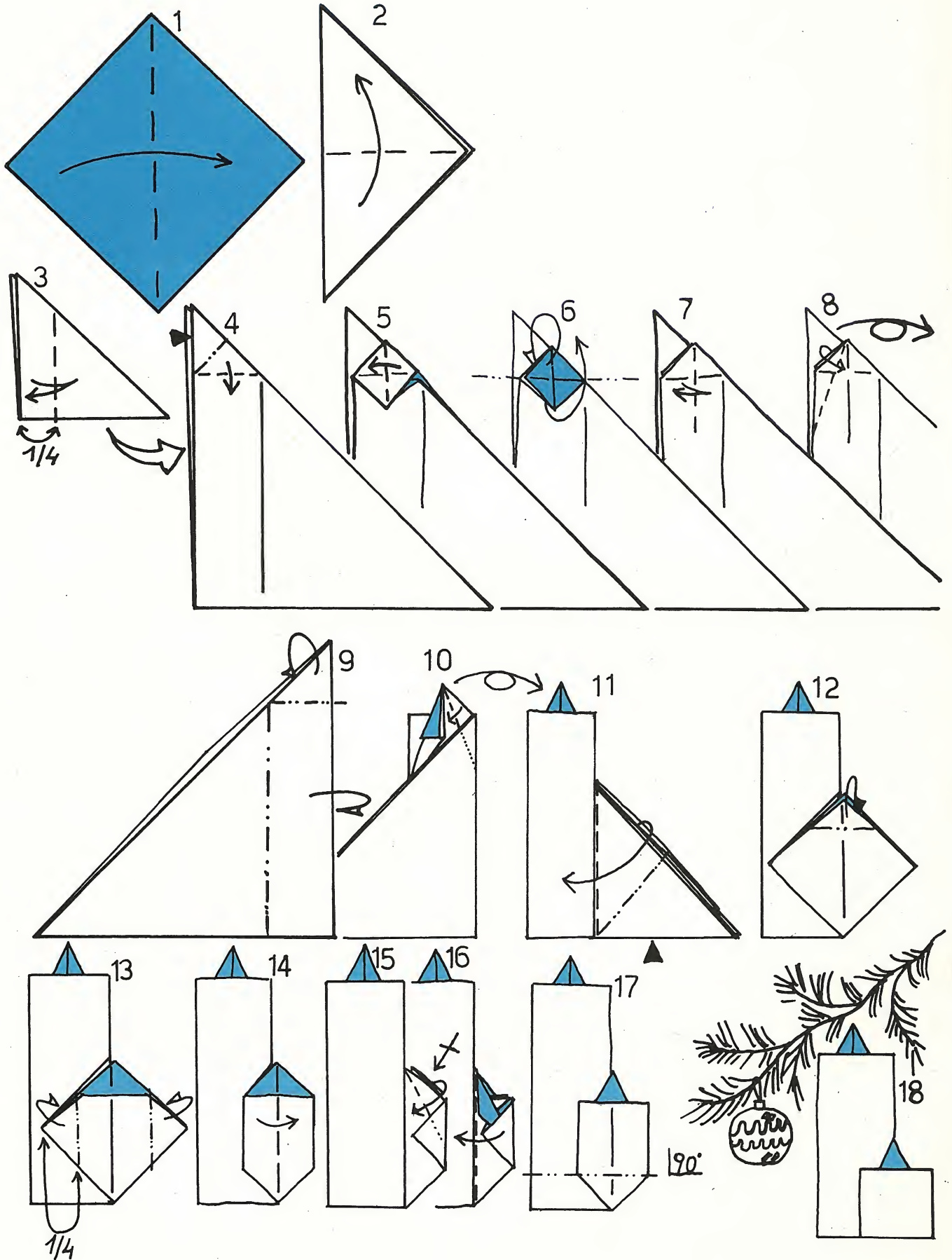


CAPPELLO DA BABBO NATALE

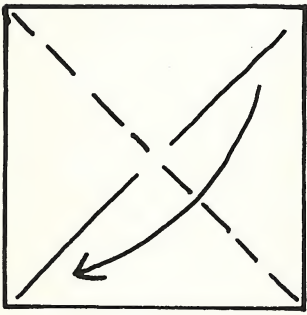


LE DUE CANDELE - 1

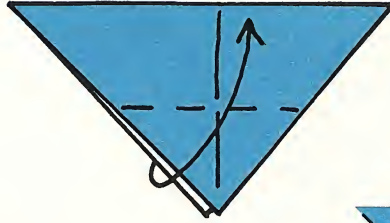




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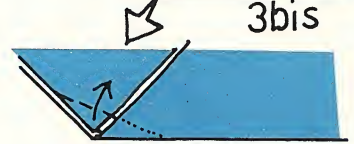
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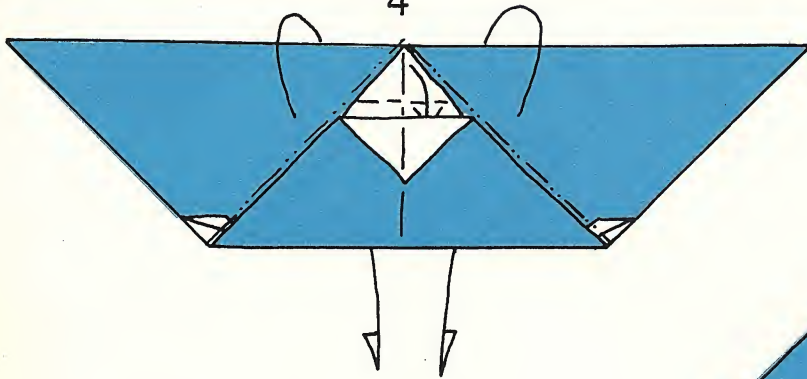
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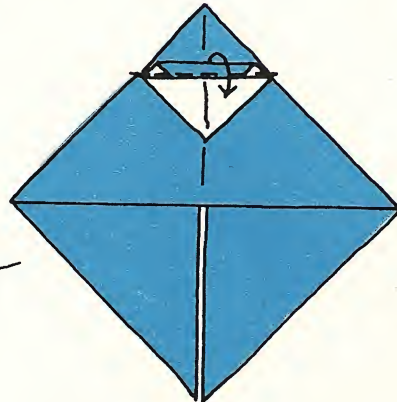
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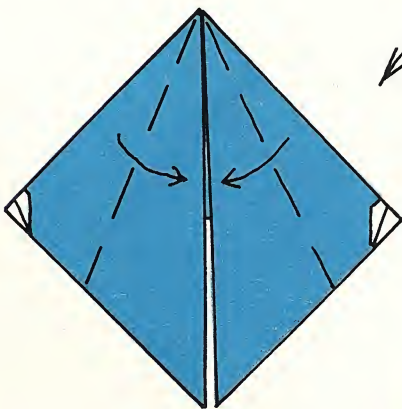
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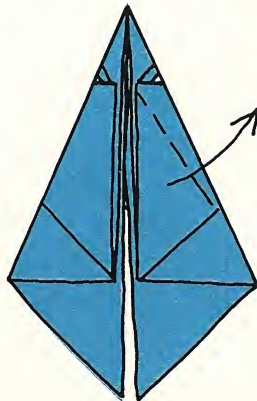
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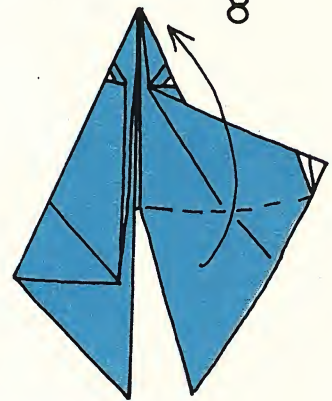
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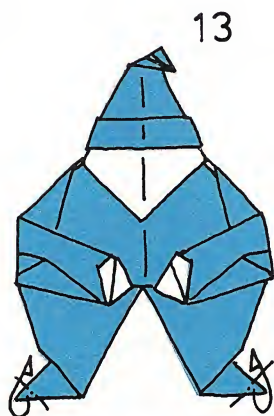
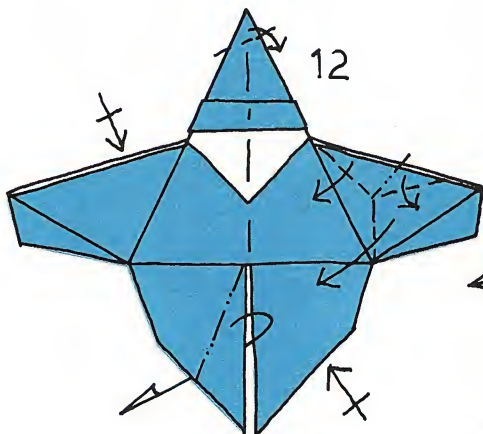
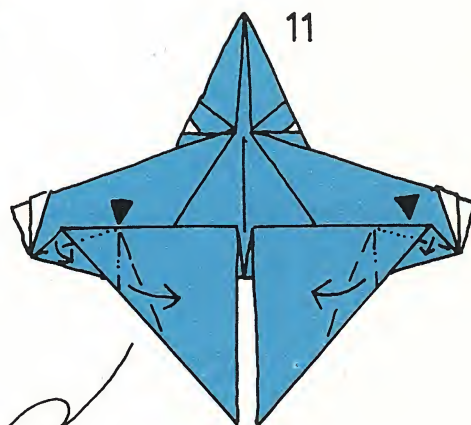
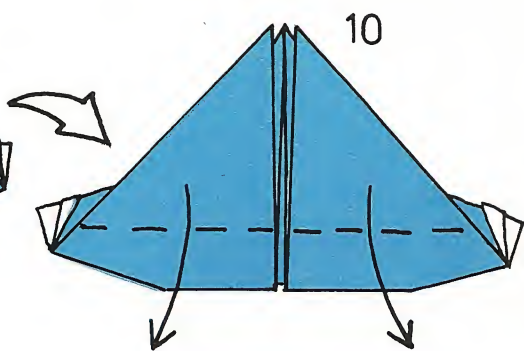
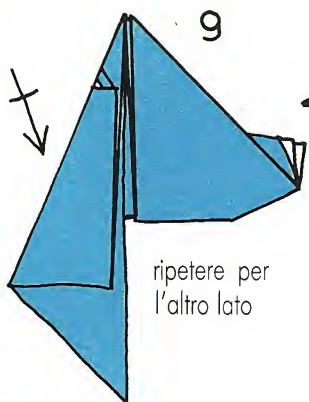


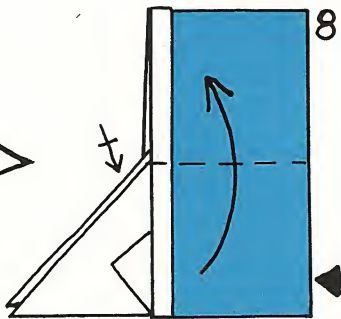
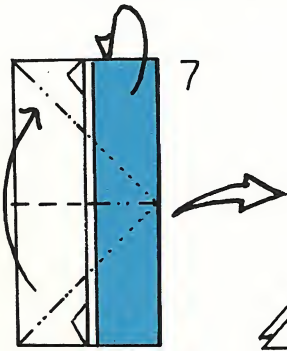
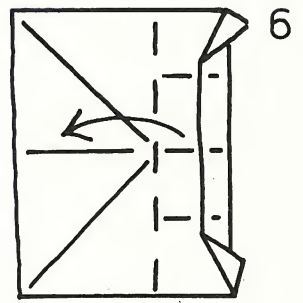
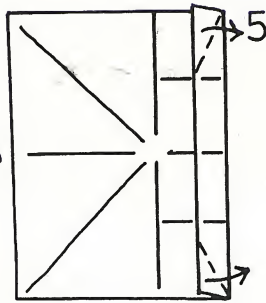
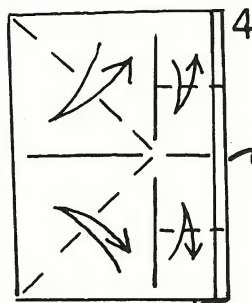
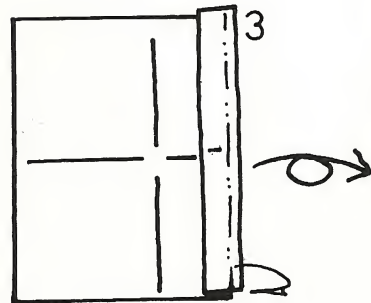
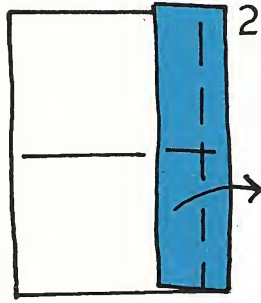
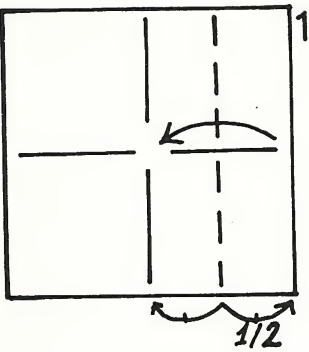
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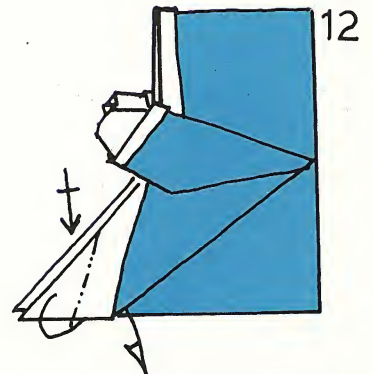
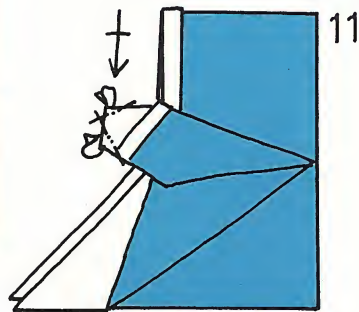
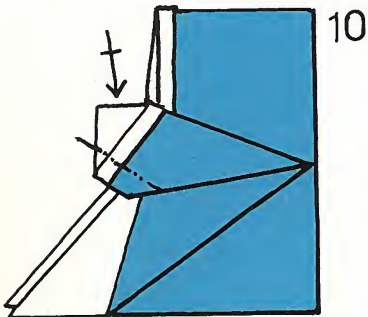
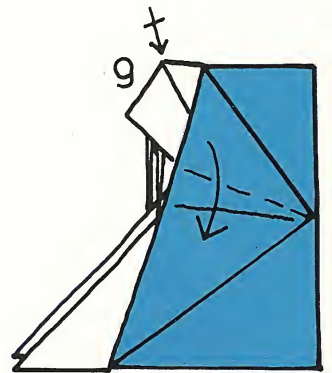
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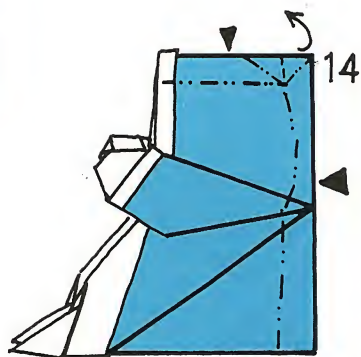
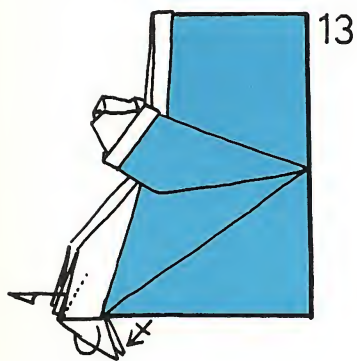




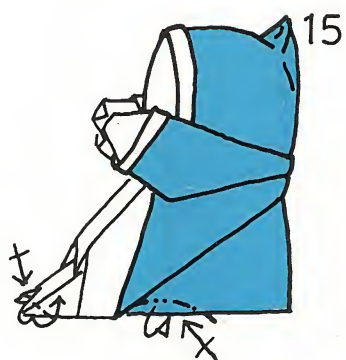
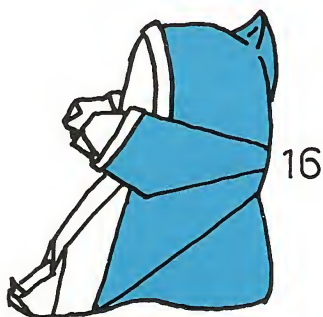


alzare e schiacciare
contemporaneamente
la costola esterna





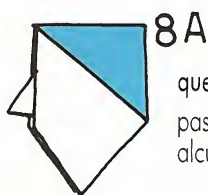
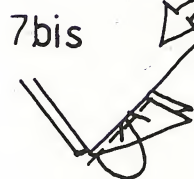
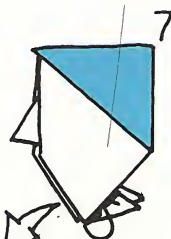
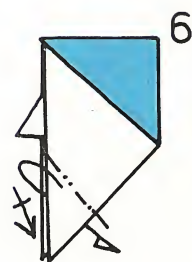
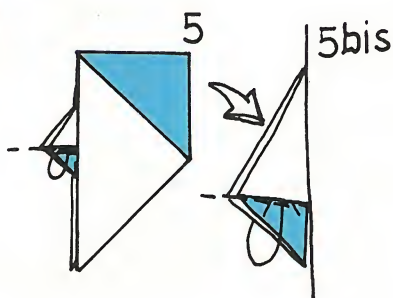
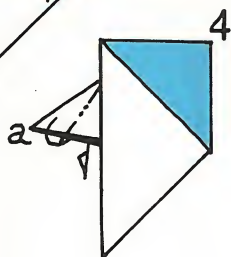
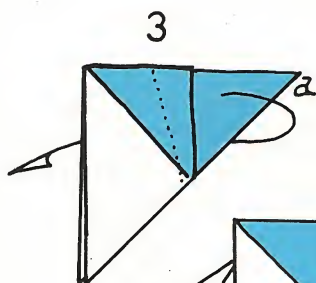
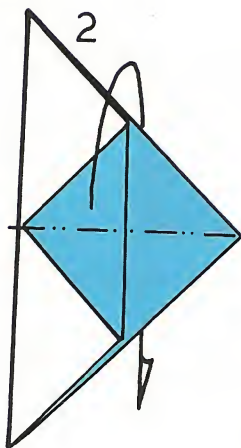
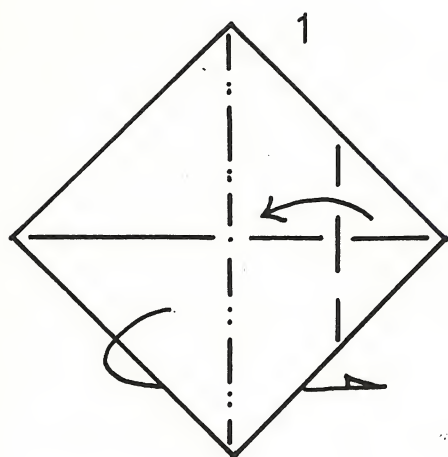
modellare il cappuccio
e la schiena



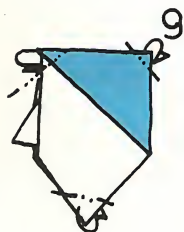
Sono molto affezionato a questo modello perché ricordo di averlo creato, dopo aver visto, una sera, mia figlia Veronica tendere le manine verso sua mamma, per essere presa in braccio.

IL VOLTO DI PROFILO

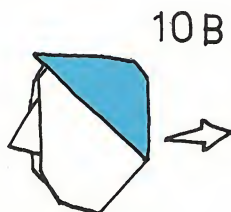
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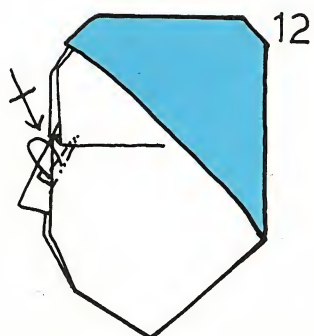
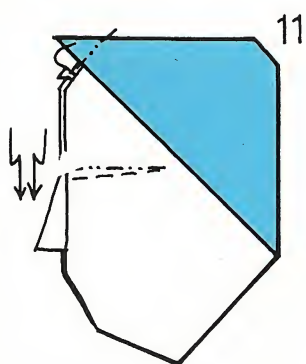
questo è il primo modello
passiamo adesso ad eseguire
alcune varianti



attenzione, queste non sono
pieghe a monte, ma contropieghe
verso l'interno

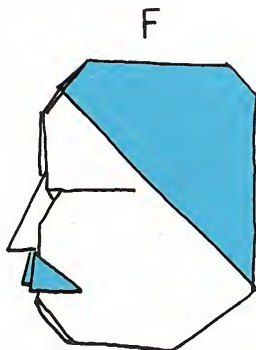
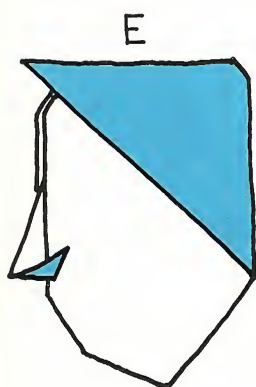
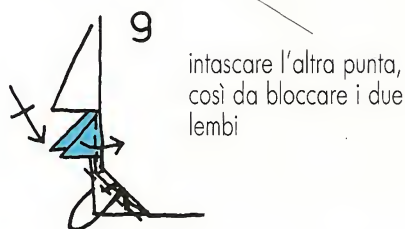
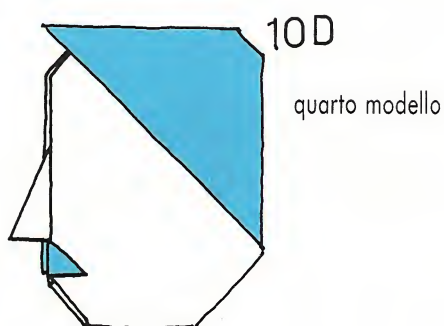
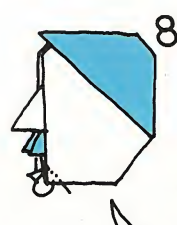
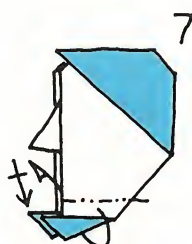
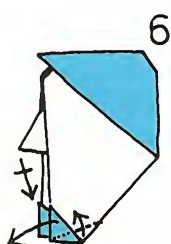
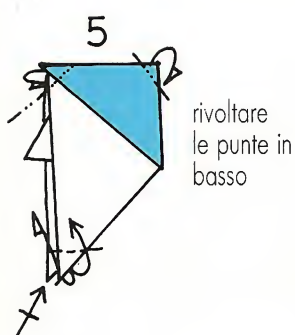
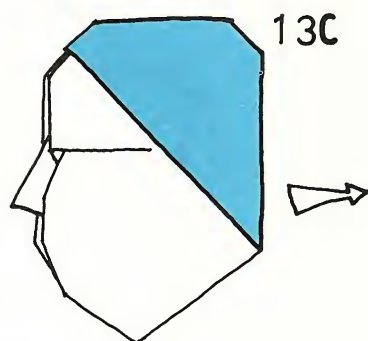


questo è il secondo modello
continuiamo ancora a fare varianti



terzo modello

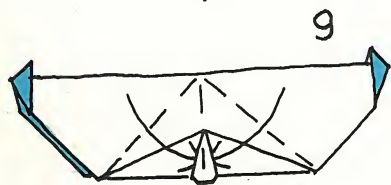
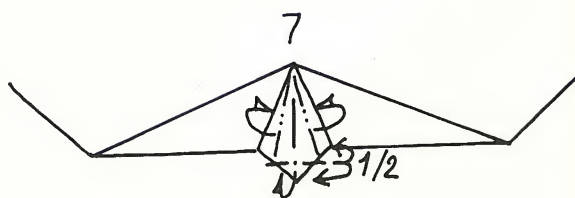
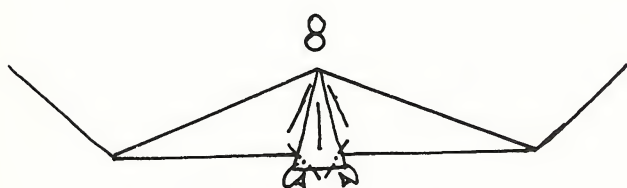
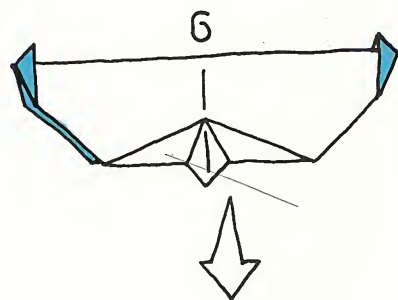
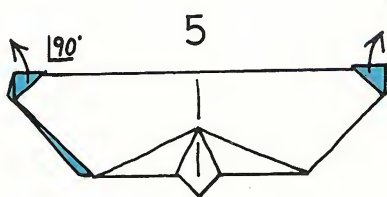
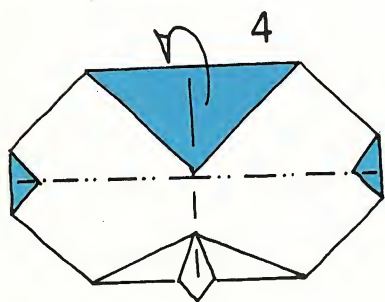
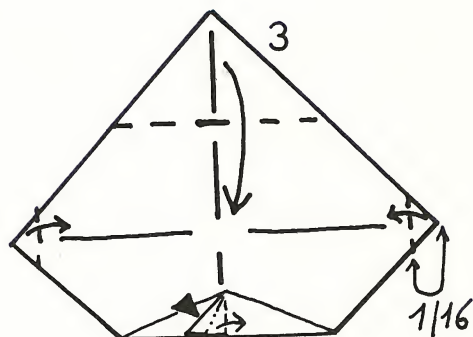
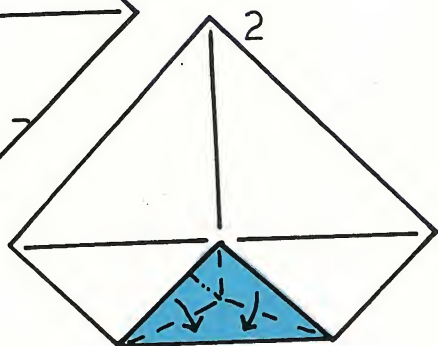
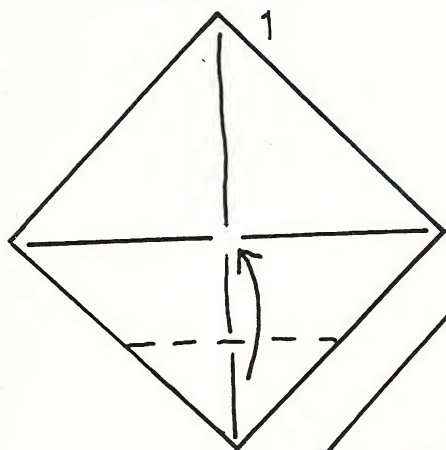
questo naturalmente è più ricco di particolari; ripartendo dalla fig. 5, invece, possiamo ottenere il profilo di una persona con i baffi



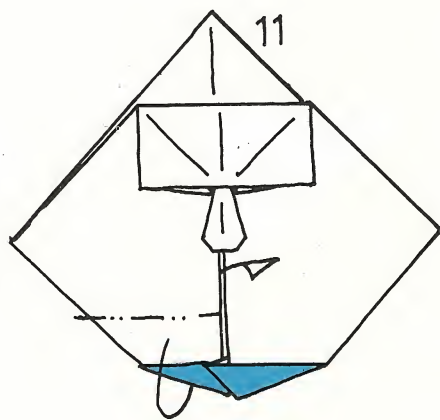
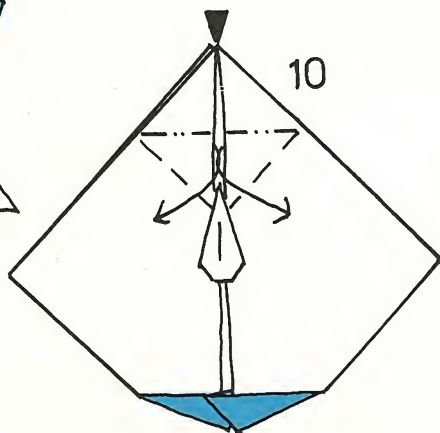
i modelli (E) ed (F), sono altre varianti, che sono sicuro riuscirete ad ottenere facilmente da soli

VOLTO DI UOMO CON I BAFFI

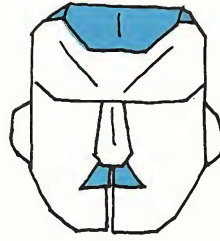
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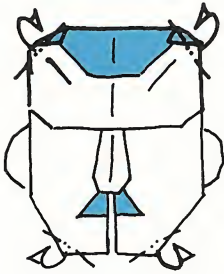
inserire sotto il naso



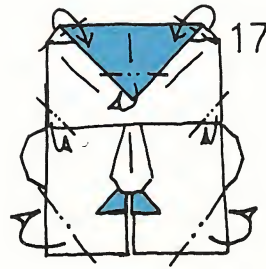
19



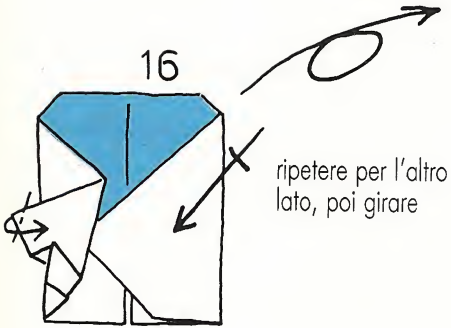
18



17

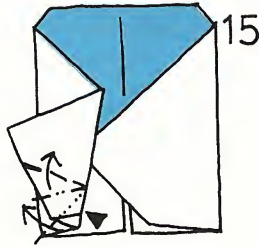


16

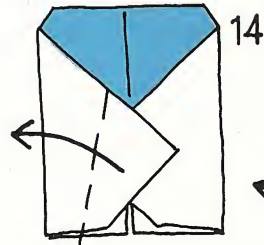


ripetere per l'altro
lato, poi girare

15

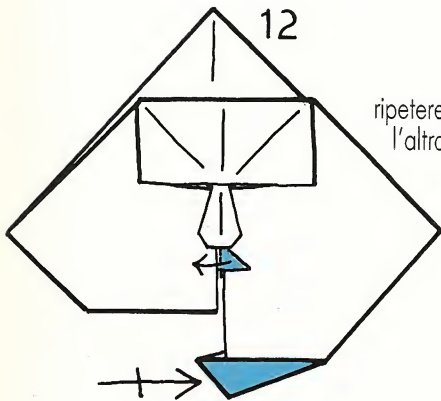


14

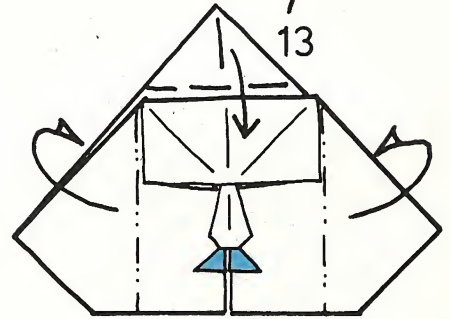


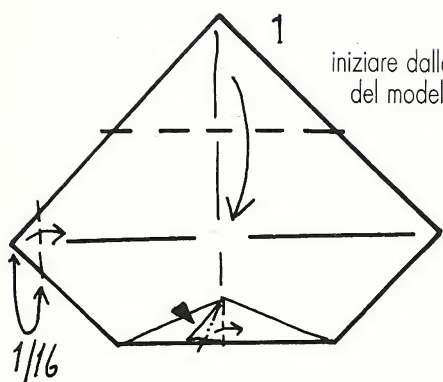
12

ripetere per
l'altra punta

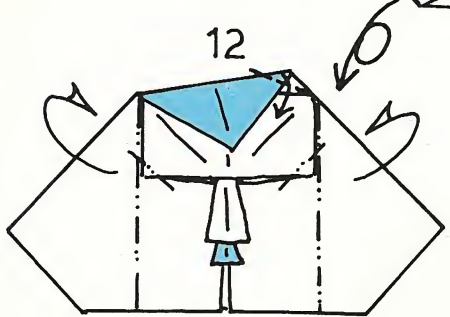
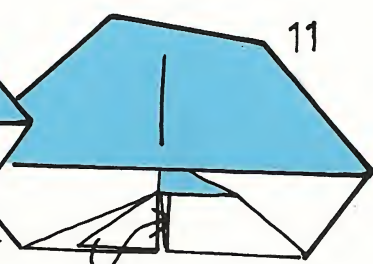
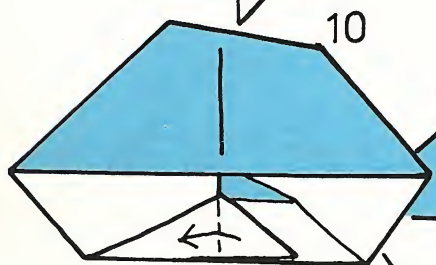
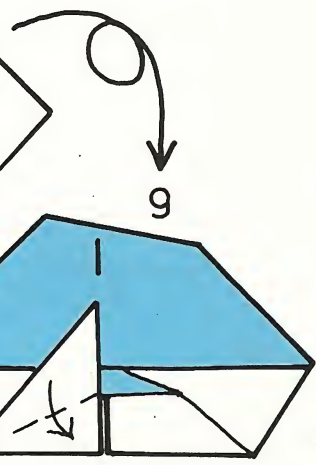
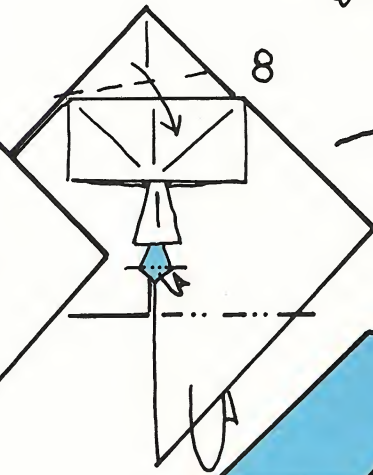
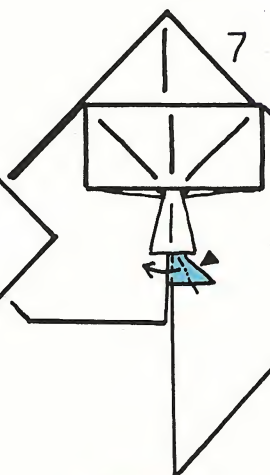
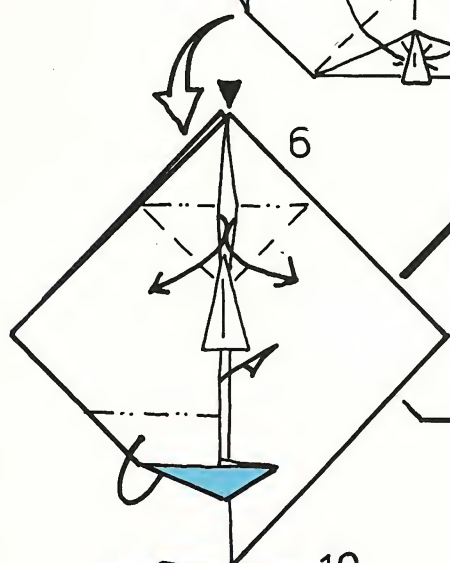
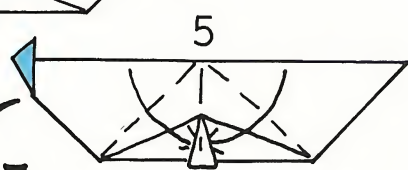
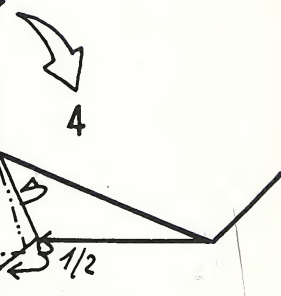
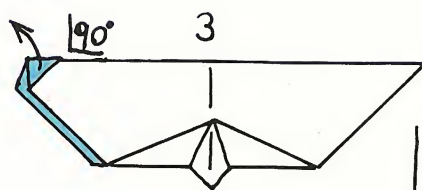
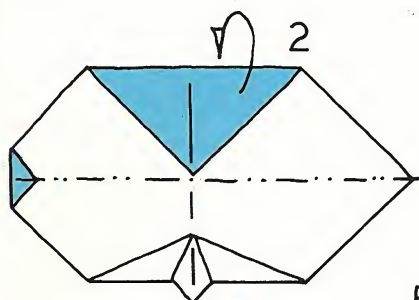


13

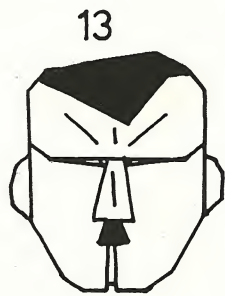




iniziare dalla fig. 3
del modello precedente

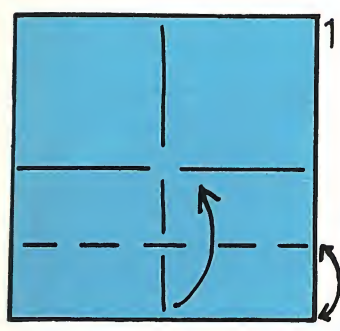


da questo punto, per modellare le orecchie ed il
volto, procedere come nel modello precedente

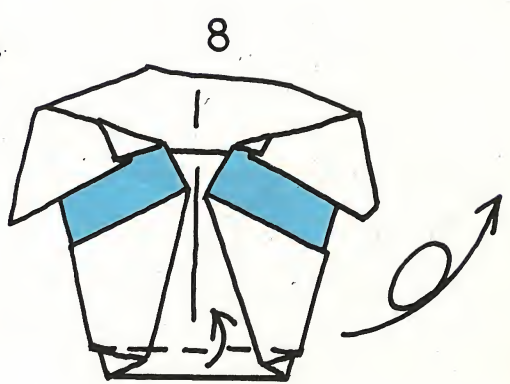
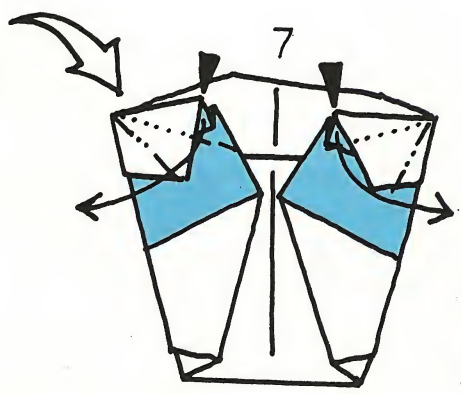
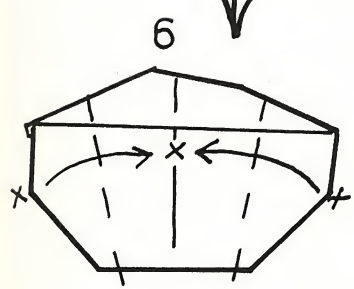
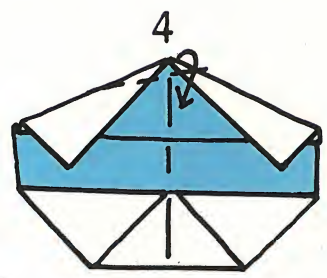
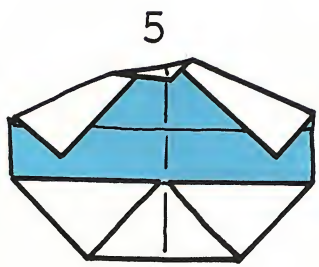
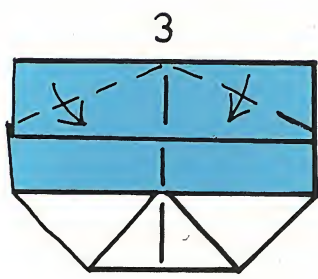
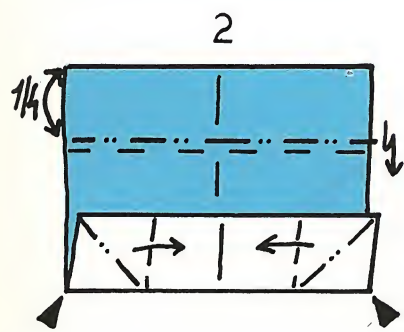


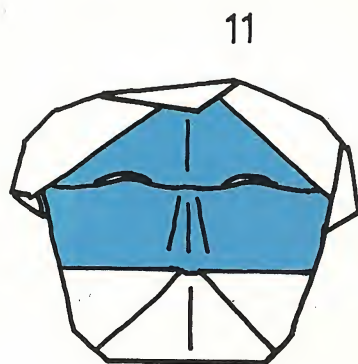
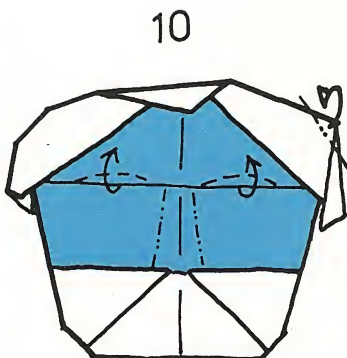
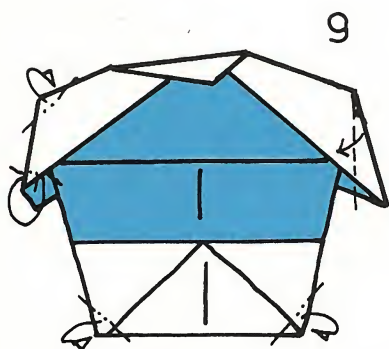


IL VOLTO



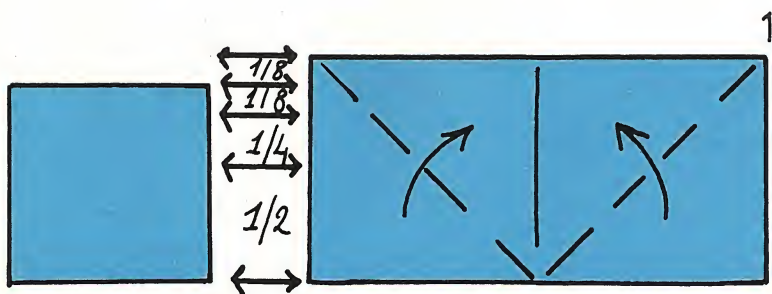
1 usare un foglio di carta bianca da un lato e color carne o leggermente rosato dall'altro



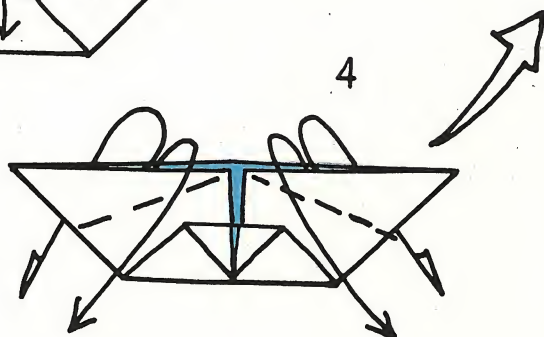
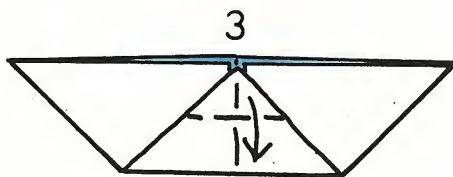
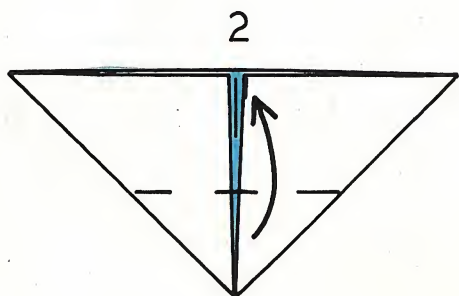


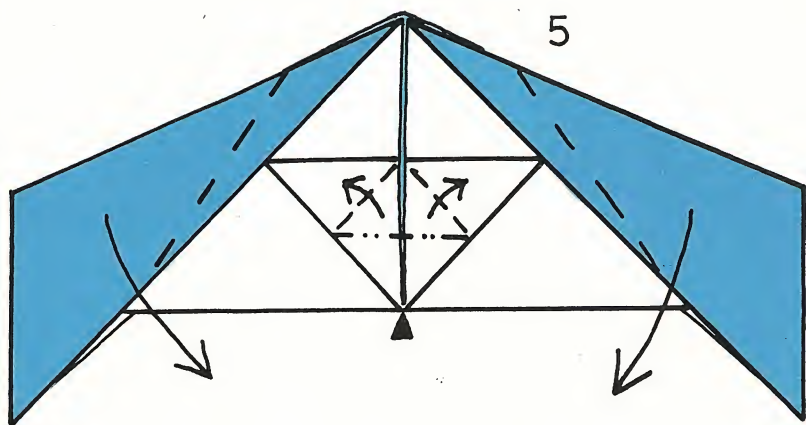
si può dare l'effetto del
naso, pizzicando due pieghe
a monte così come è segnato
nel disegno

IL BUSTO

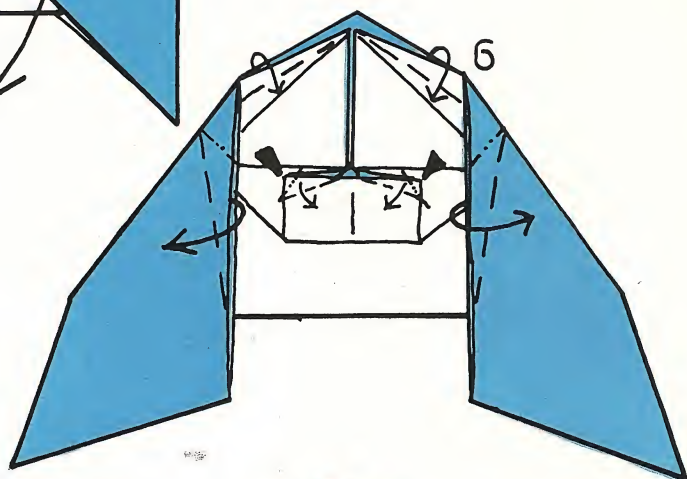


per il busto, usare un foglio rettangolare
1 x 2 di carta bianca da un lato e nera
dall'altro. I disegni accanto mostrano il rapporto
di proporzione tra il foglio quadrato usato per il
volto e quello rettangolare usato per il busto

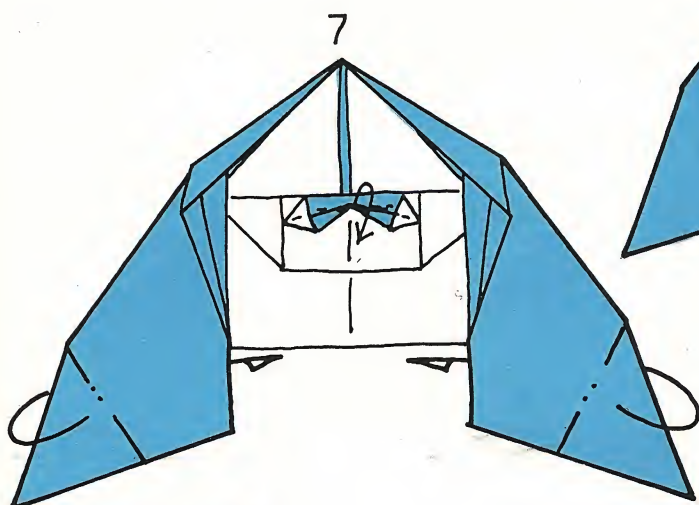




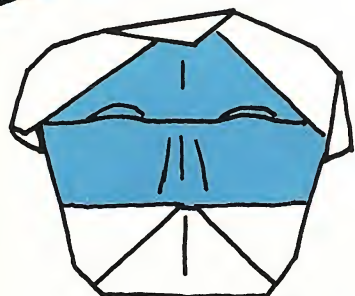
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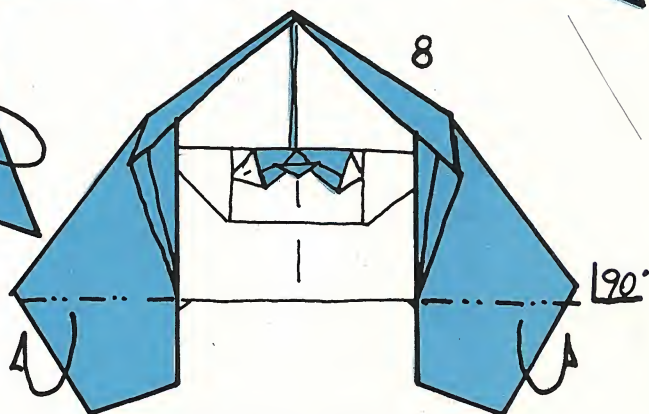
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7



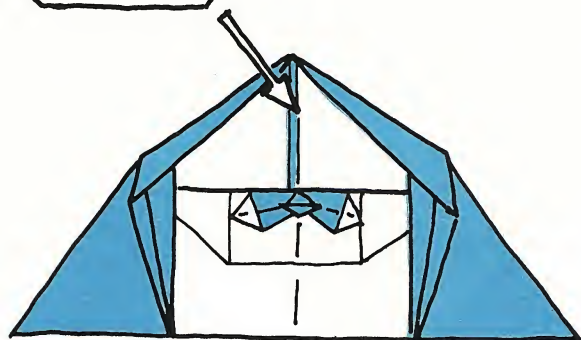
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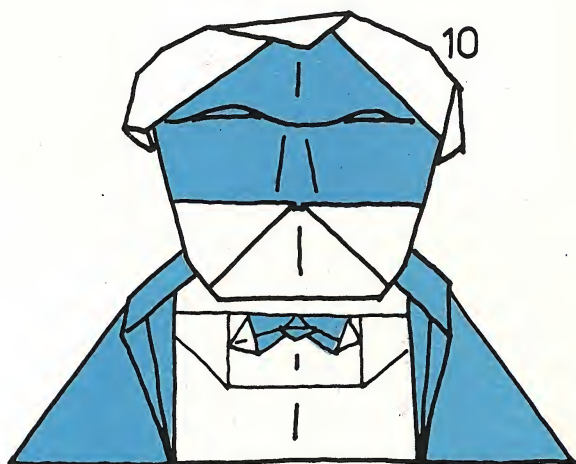
8

90°

alzare le alette e metterle a 90°
così da far stare in piedi il busto

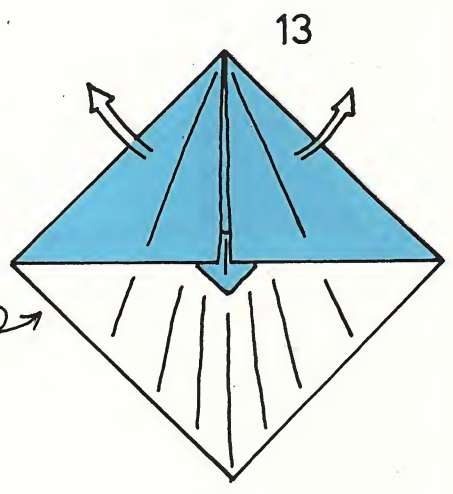
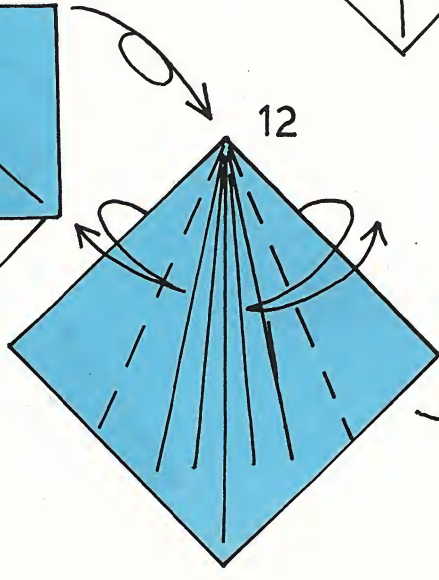
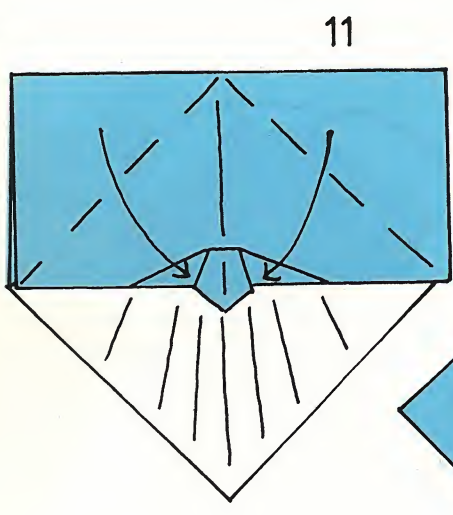
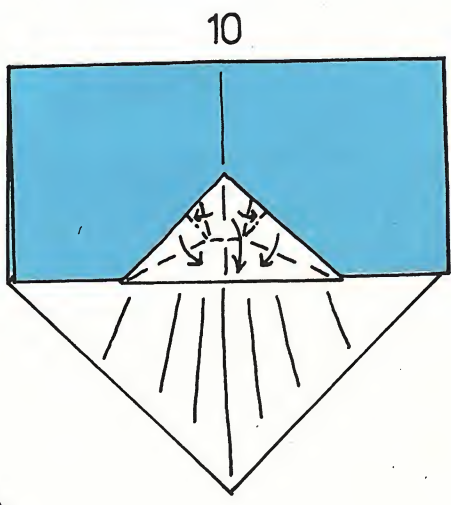
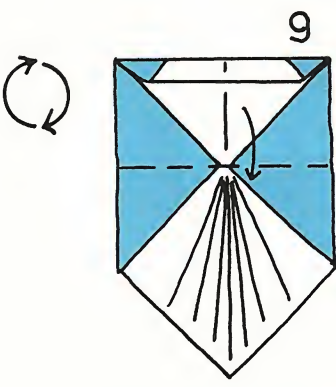
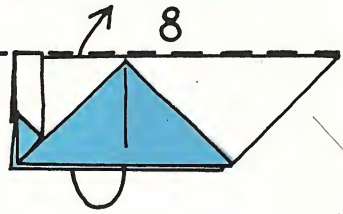
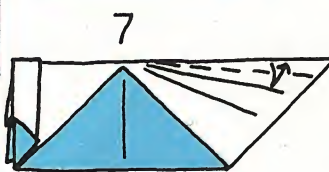
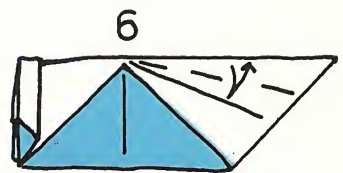
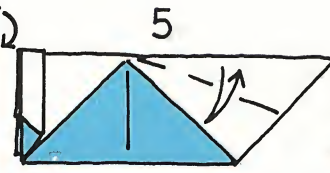
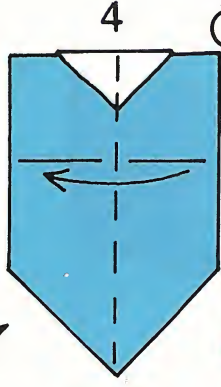
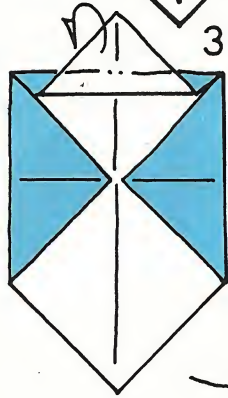
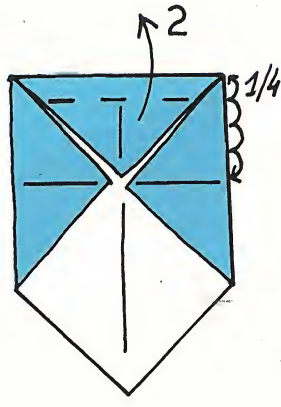
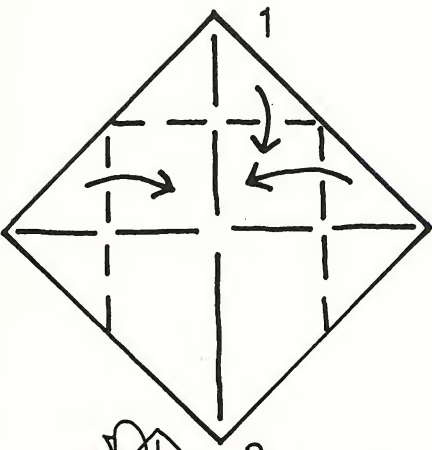


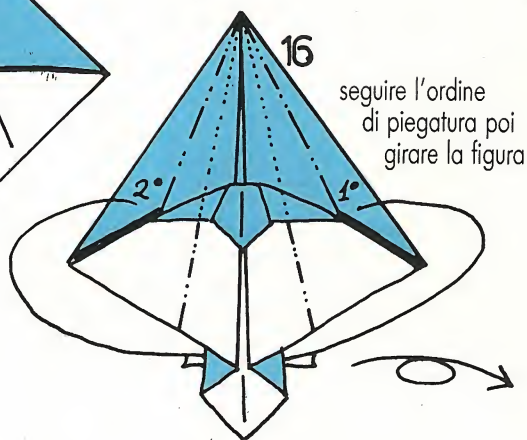
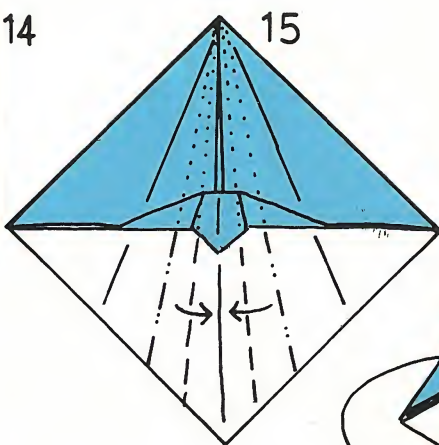
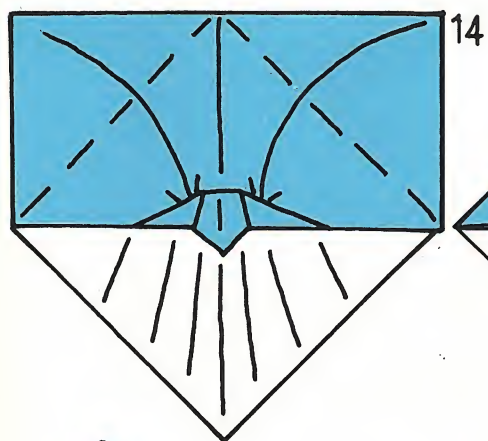
unire la testa al busto,
utilizzando un punto di colla



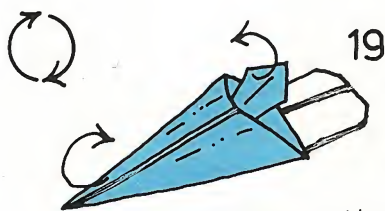
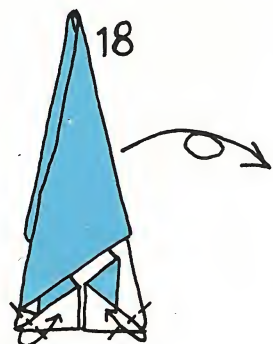
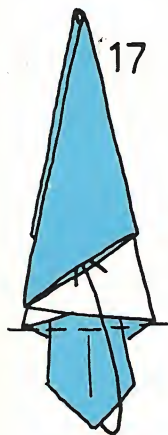
10

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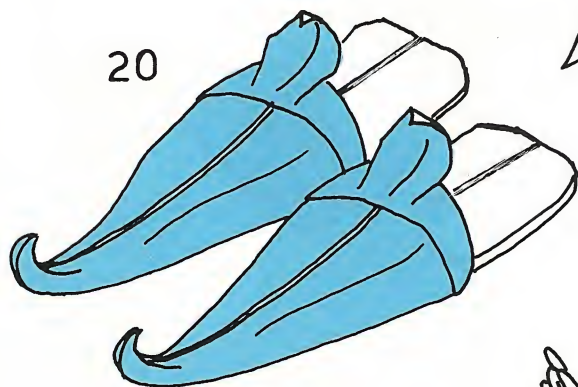




seguire l'ordine
di piegatura poi
girare la figura

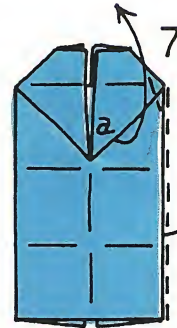
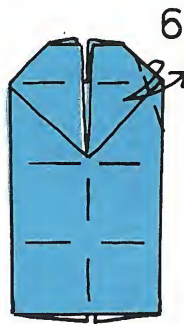
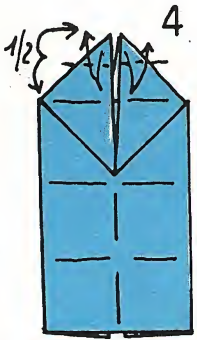
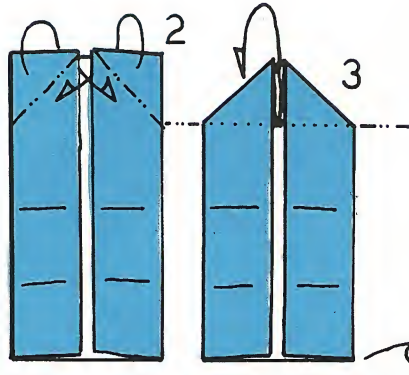
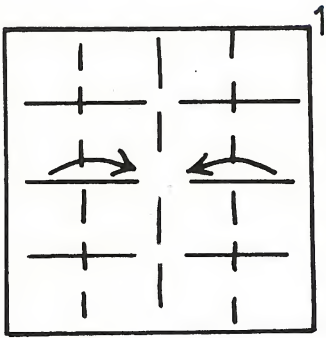


arricciare un po' le due punte
e schiacciare il dorso

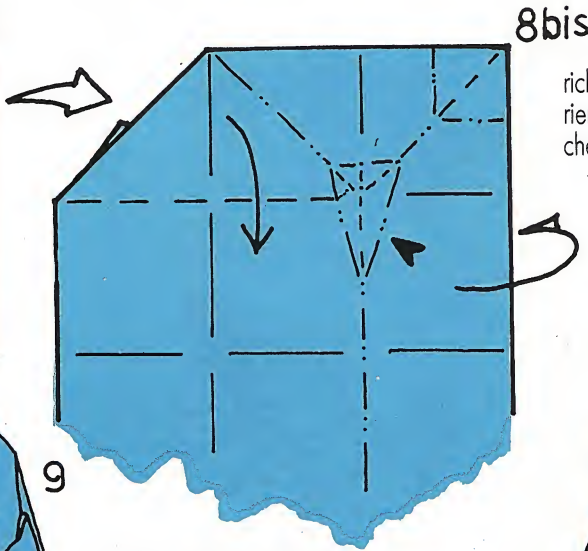
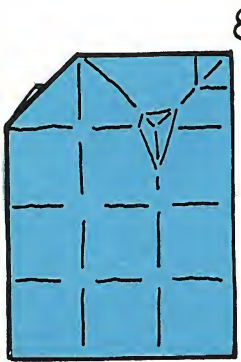


LA FRECCIA DI CUPIDO

•••

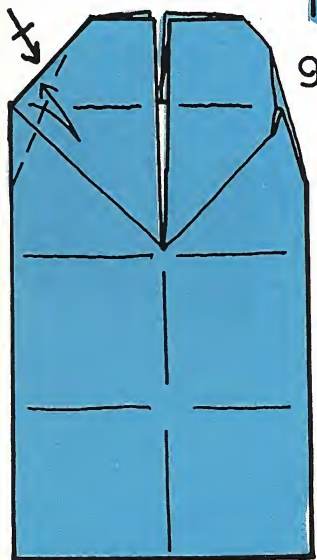


rialzare la punta (a) e aprire la metà di destra

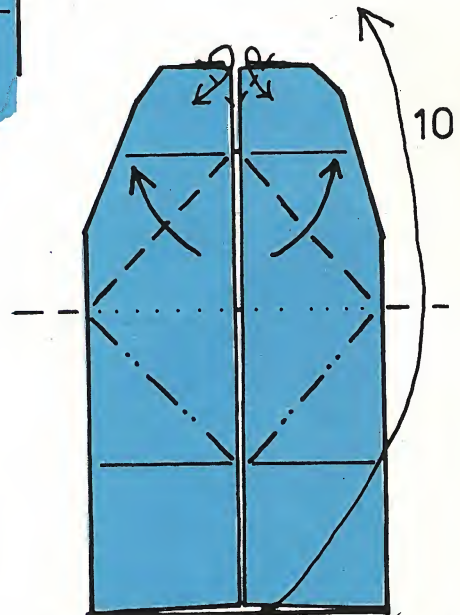


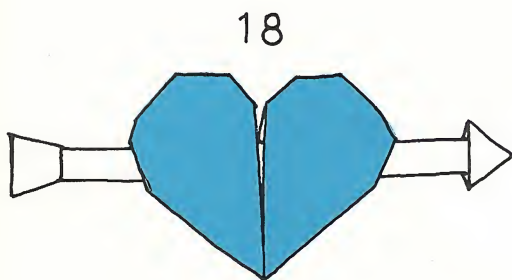
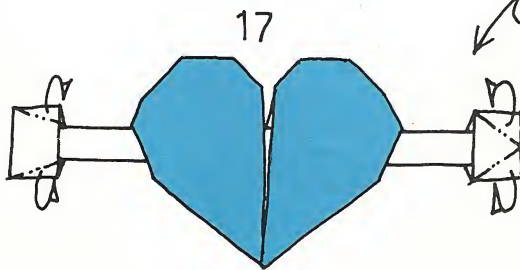
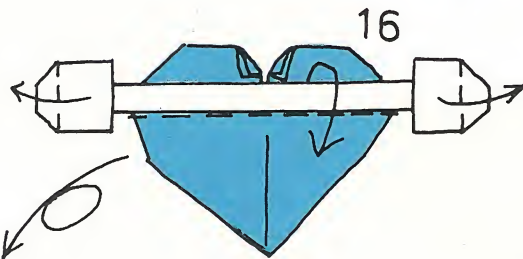
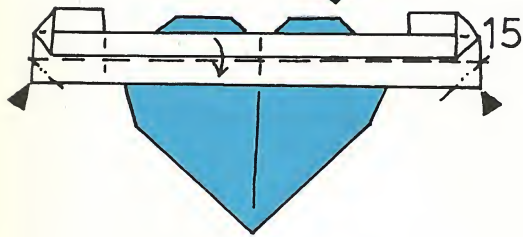
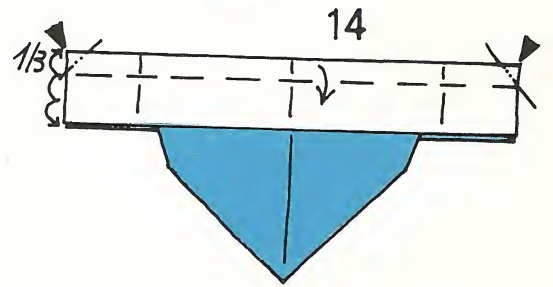
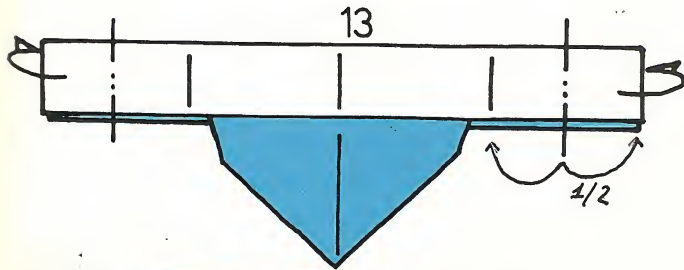
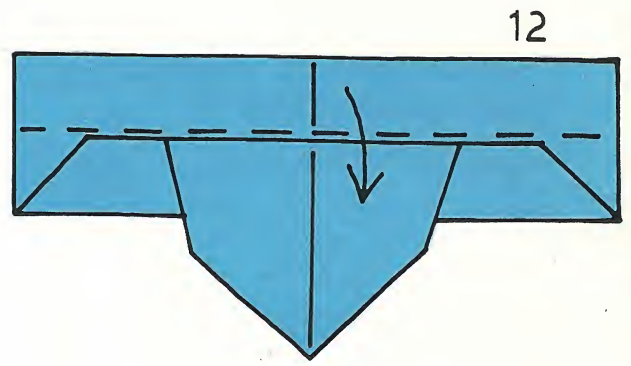
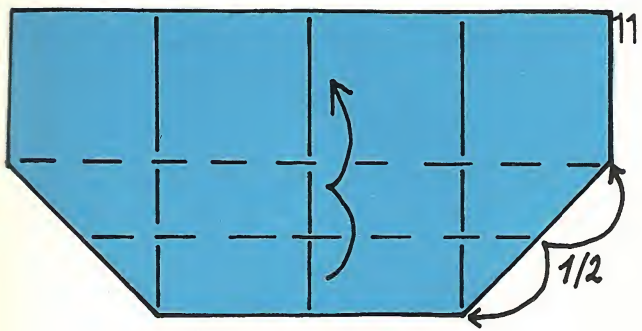
8bis

richiudere come al passaggio 7 facendo rientrare, seguendo le pieghe, l'angolo che era stato piegato al passaggio 6



ripetere i passaggi 6-7-8 per l'altro lato

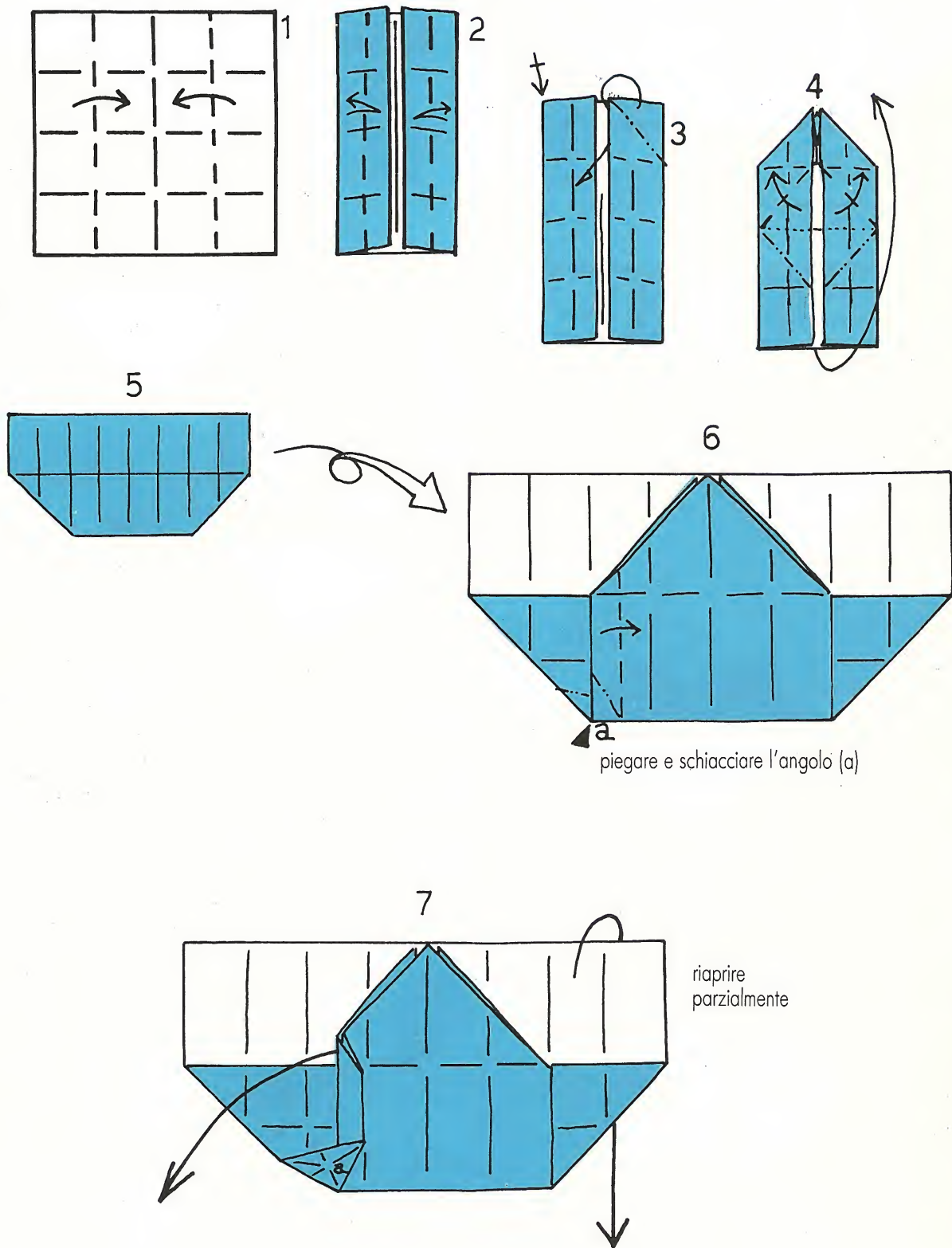


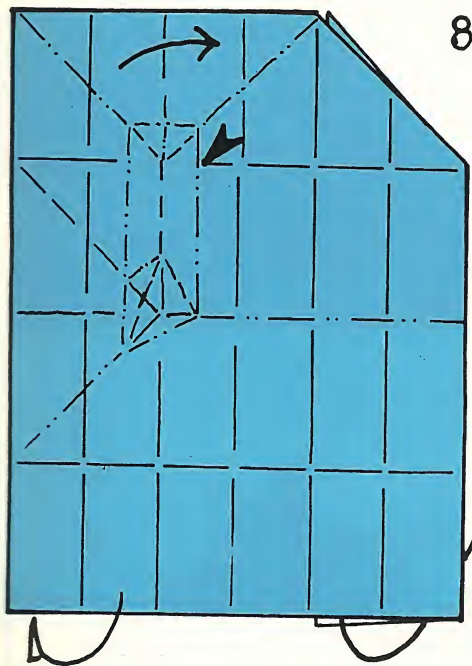


LA FRECCIA DI GUGLIELMO TELL

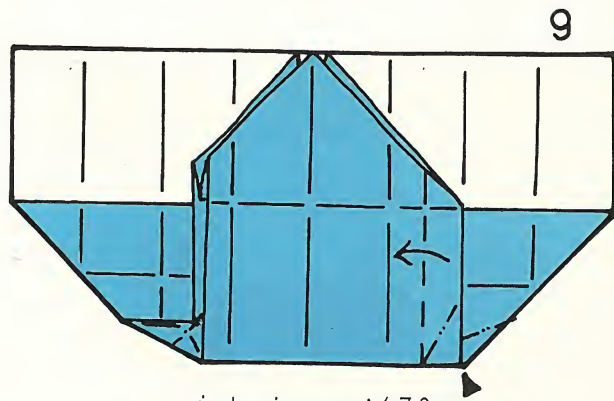


Il modello che abbiamo piegato precedentemente, può essere, trasformato, variando alcune pieghe, nella freccia di Guglielmo Tell

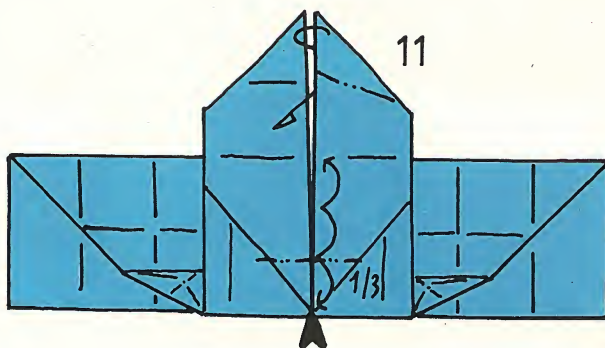
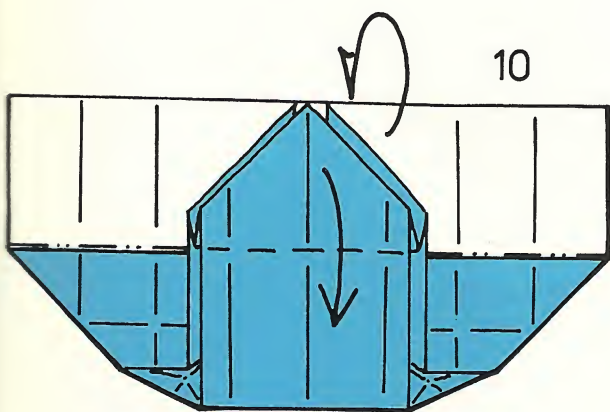


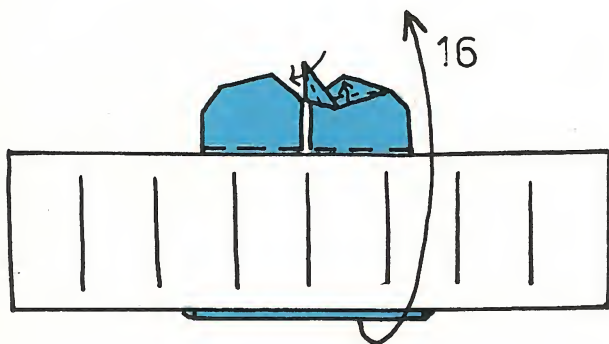
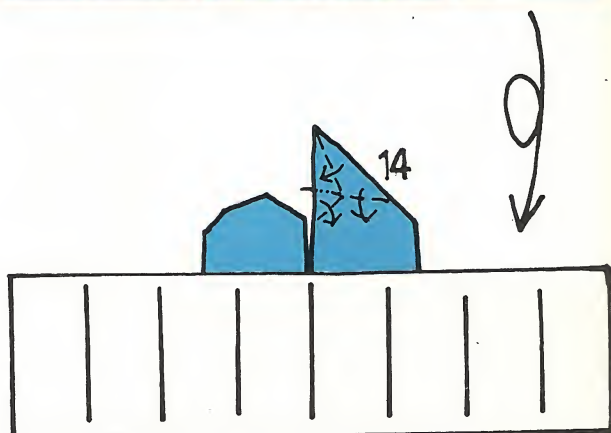
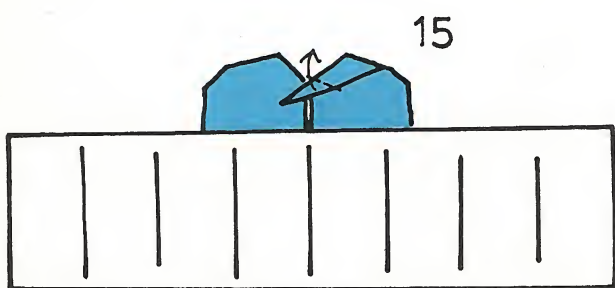
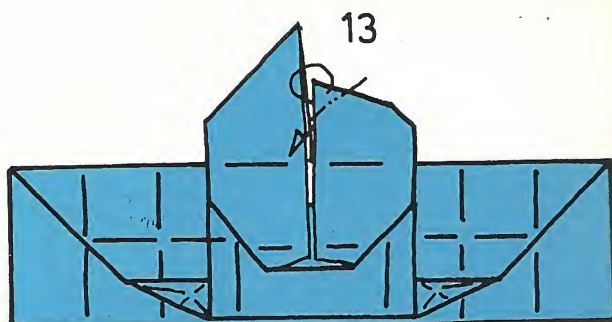
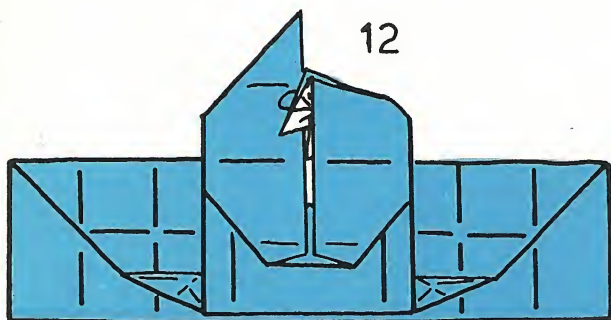


richiudere la figura come al passaggio 6, seguendo le pieghe come segnato. In pratica, la parte indicata con la punta di freccia, si deve far rientrare

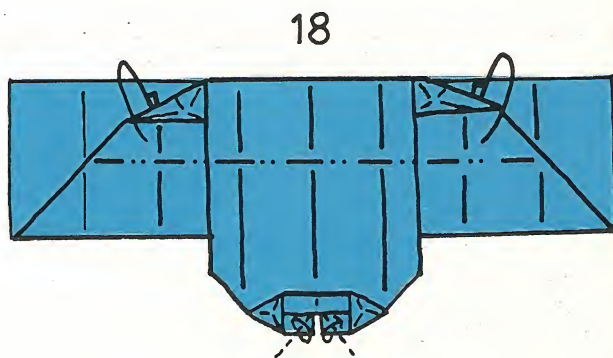
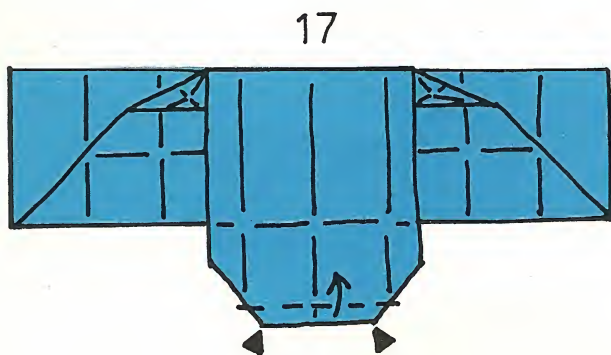


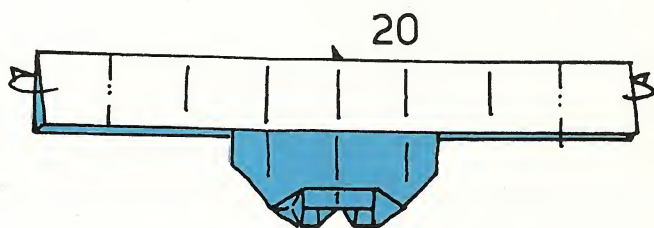
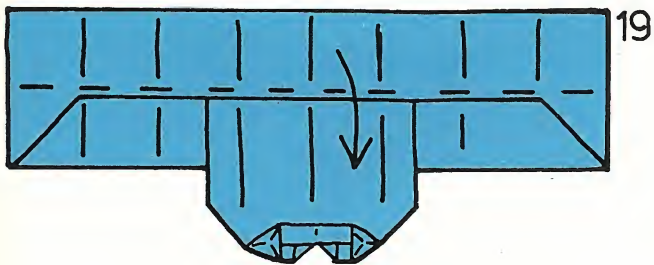
ripetere i passaggi 6-7-8



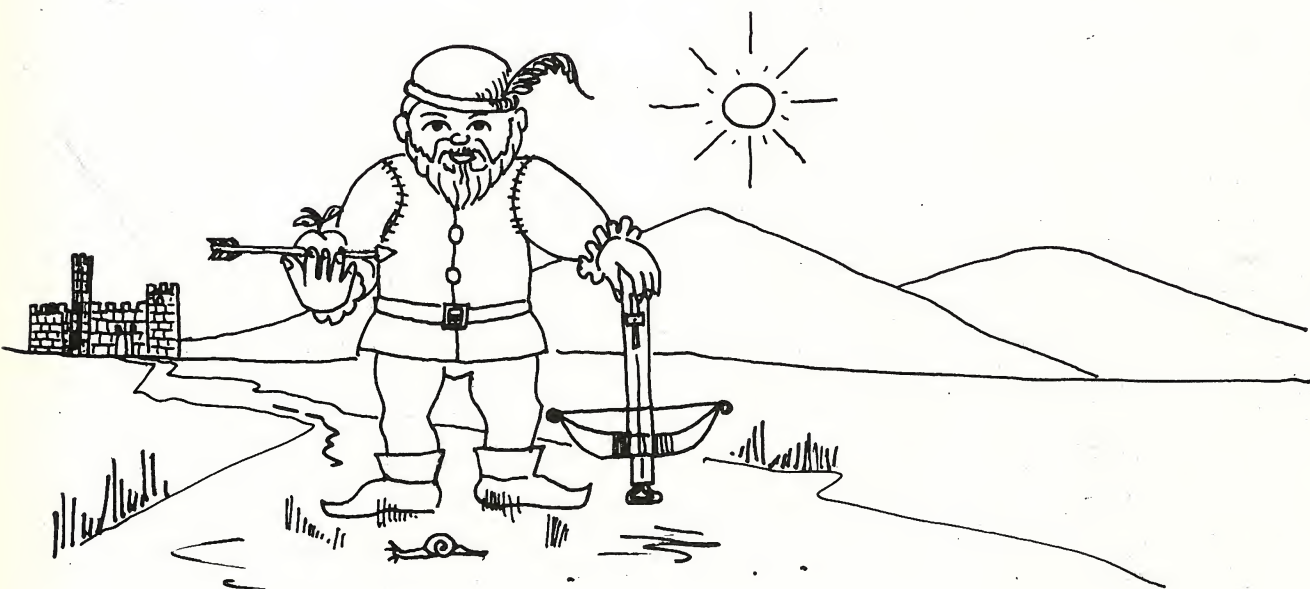
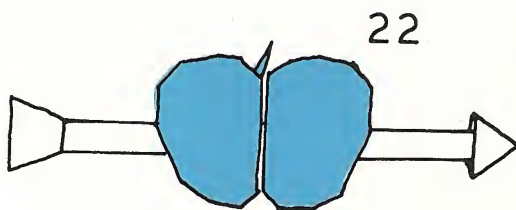
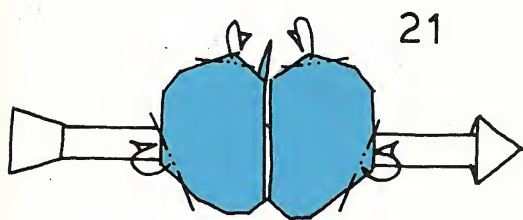


assottigliare la punta
e alzare i due lembi





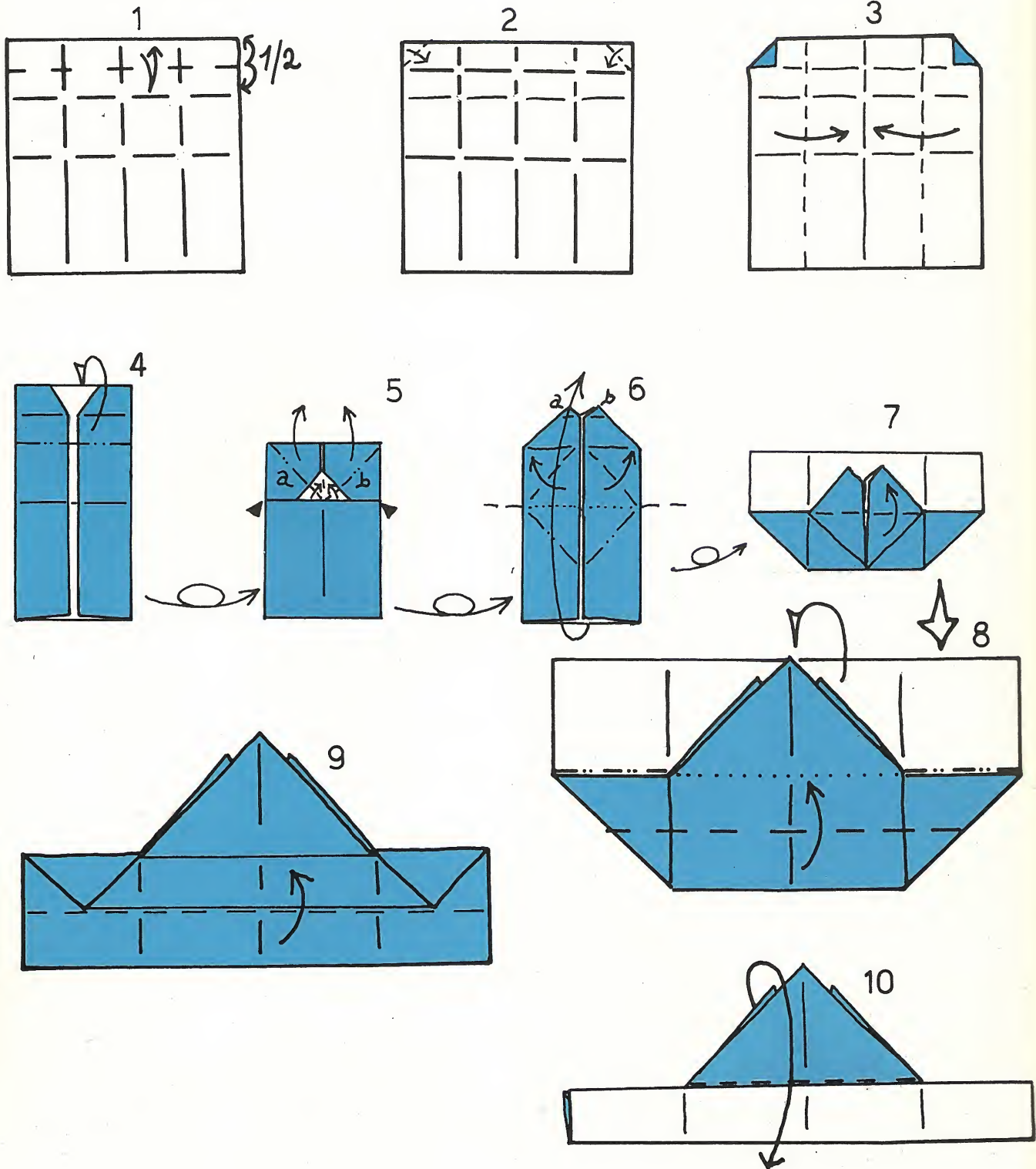
da questo punto, per realizzare la figura, procedere
come per il modello precedente, poi girare la figura

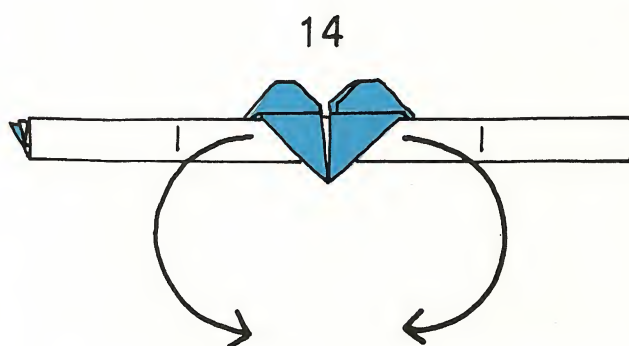
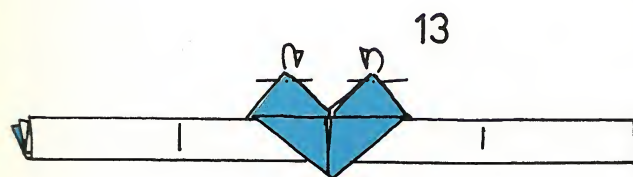
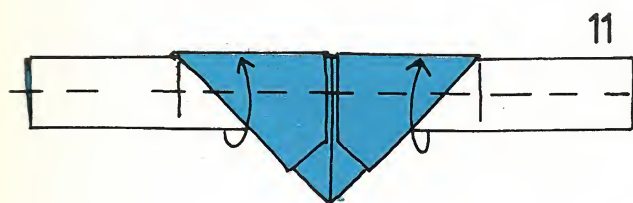


L'ANELLO A CUORE

••

Abbiamo piegato due frecce celebri. Ora, usando la stessa base, faremo un anello, da regalare all'amato bene per la festa di S. Valentino.





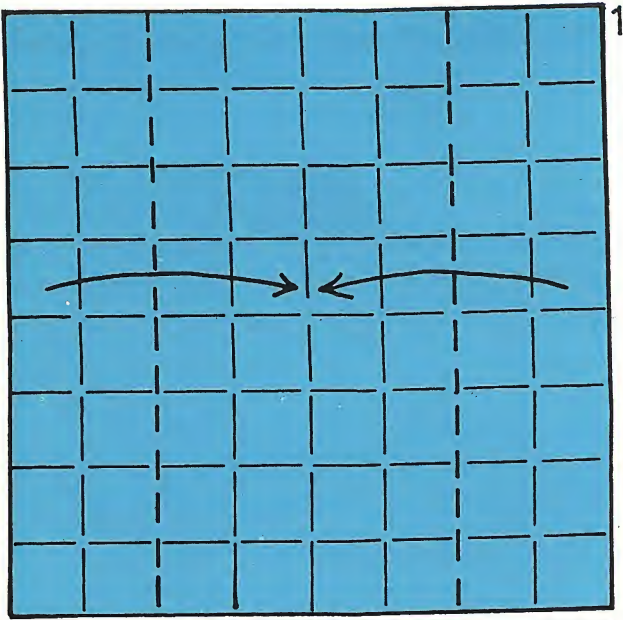
arrotondare le due estremità ed incastrarle.
Purtroppo l'incastrò non è molto resistente,
per cui è meglio fissare le due parti con
un punto di colla



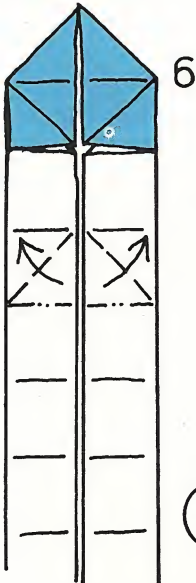
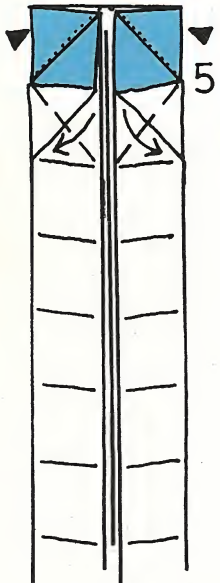
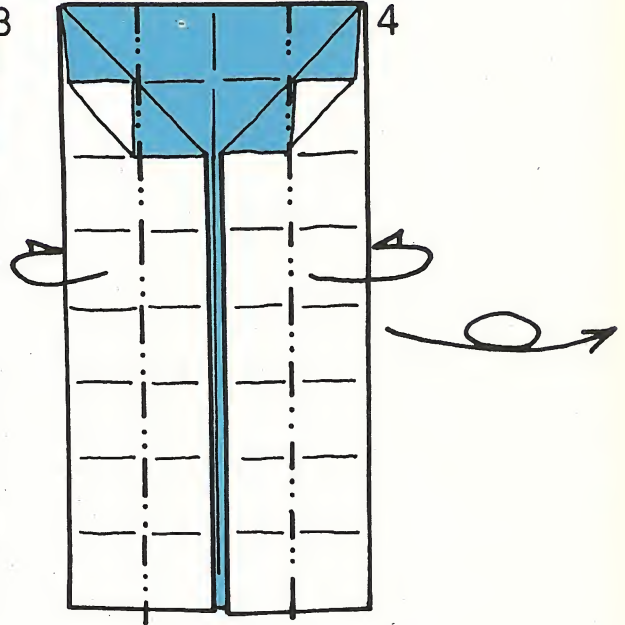
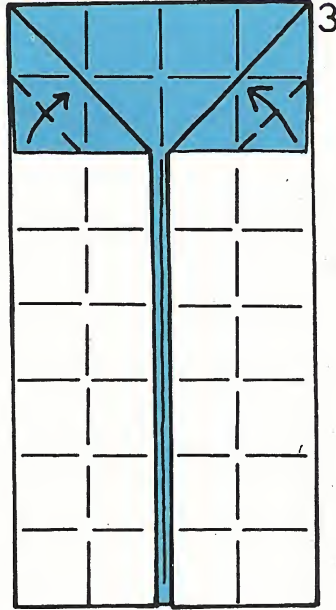
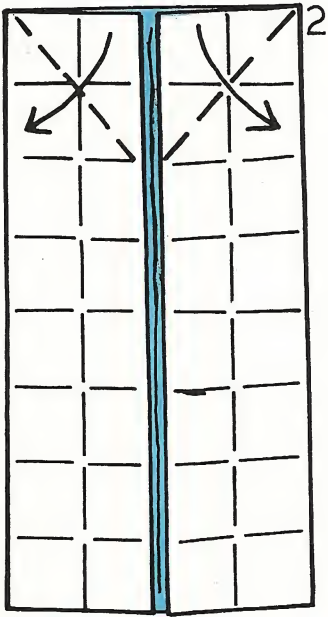
Il modello che troverete qui di seguito
è una scatola con coperchio a
cuoricino dentro cui potrete collocare
l'anello per regalarlo in modo
originale e grazioso.

SCATOLA CON CUORICINO

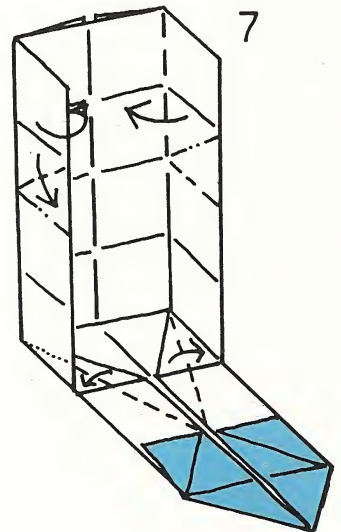
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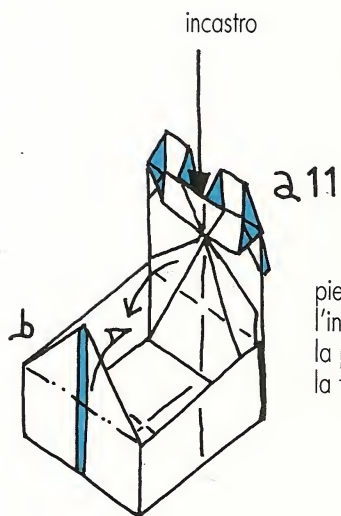
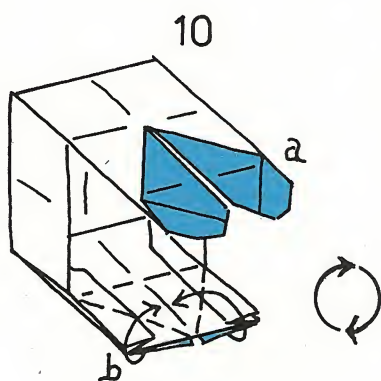
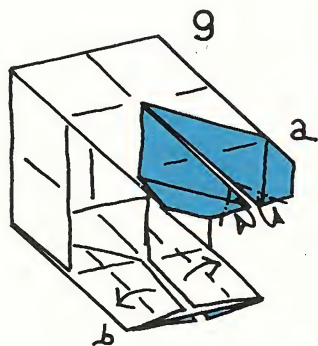
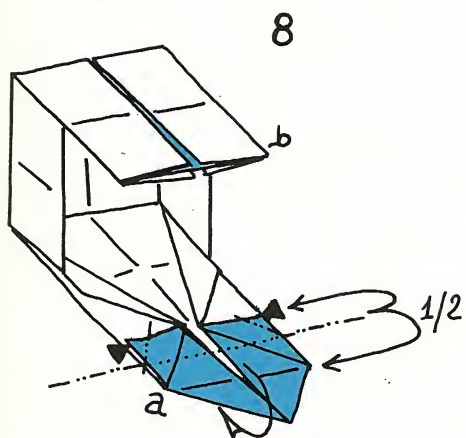


usare un foglio bianco da un lato e rosso dall'altro, dividerlo, piegandolo, in 64 quadratini; poi piegare come è segnato

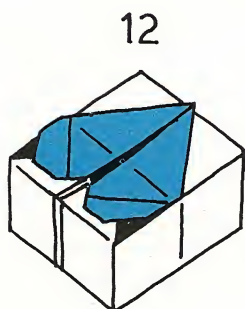


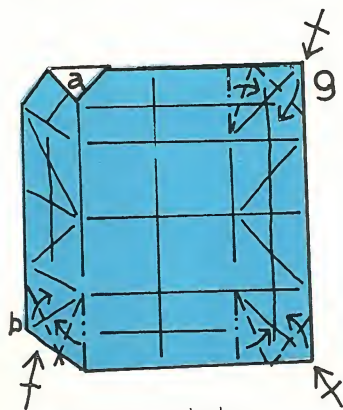
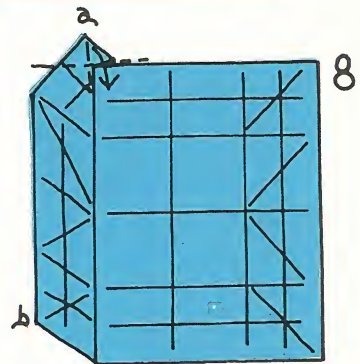
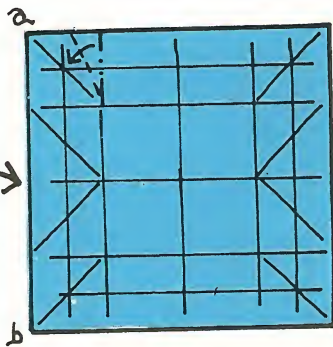
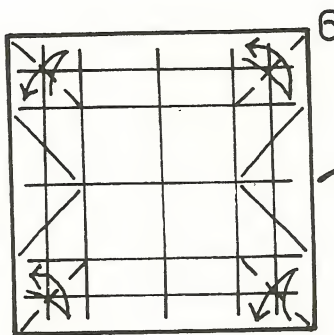
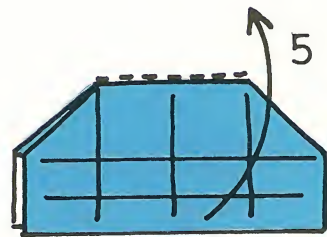
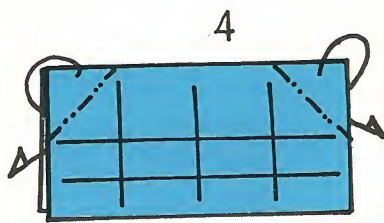
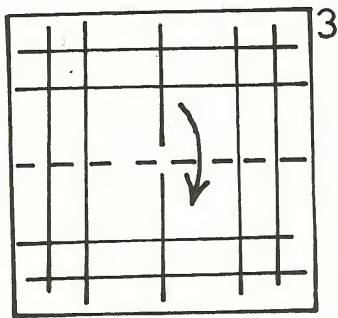
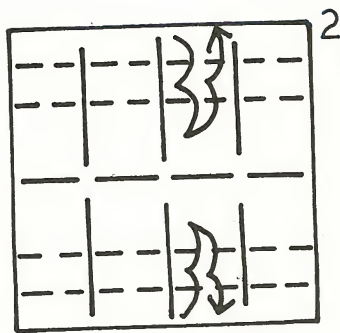
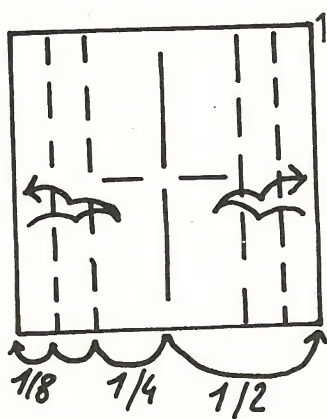
il modello comincia a prendere forma tridimensionale



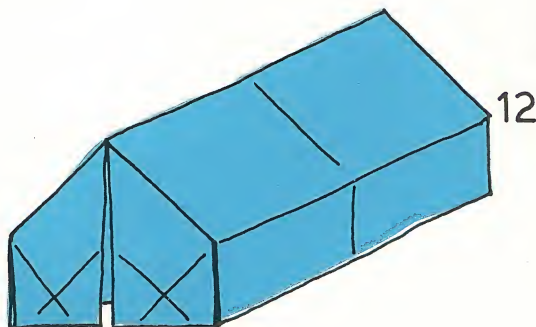
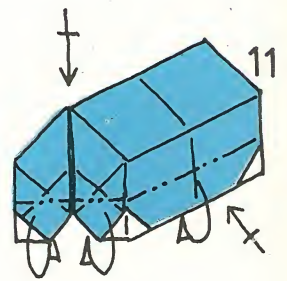
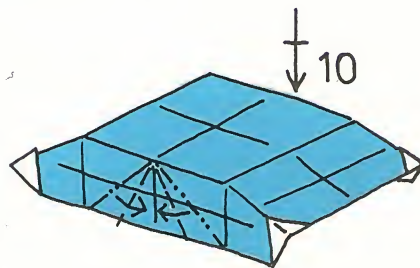


piegare (a) e (b) verso
l'interno ed incastrare
la punta (b) dove indica
la freccia

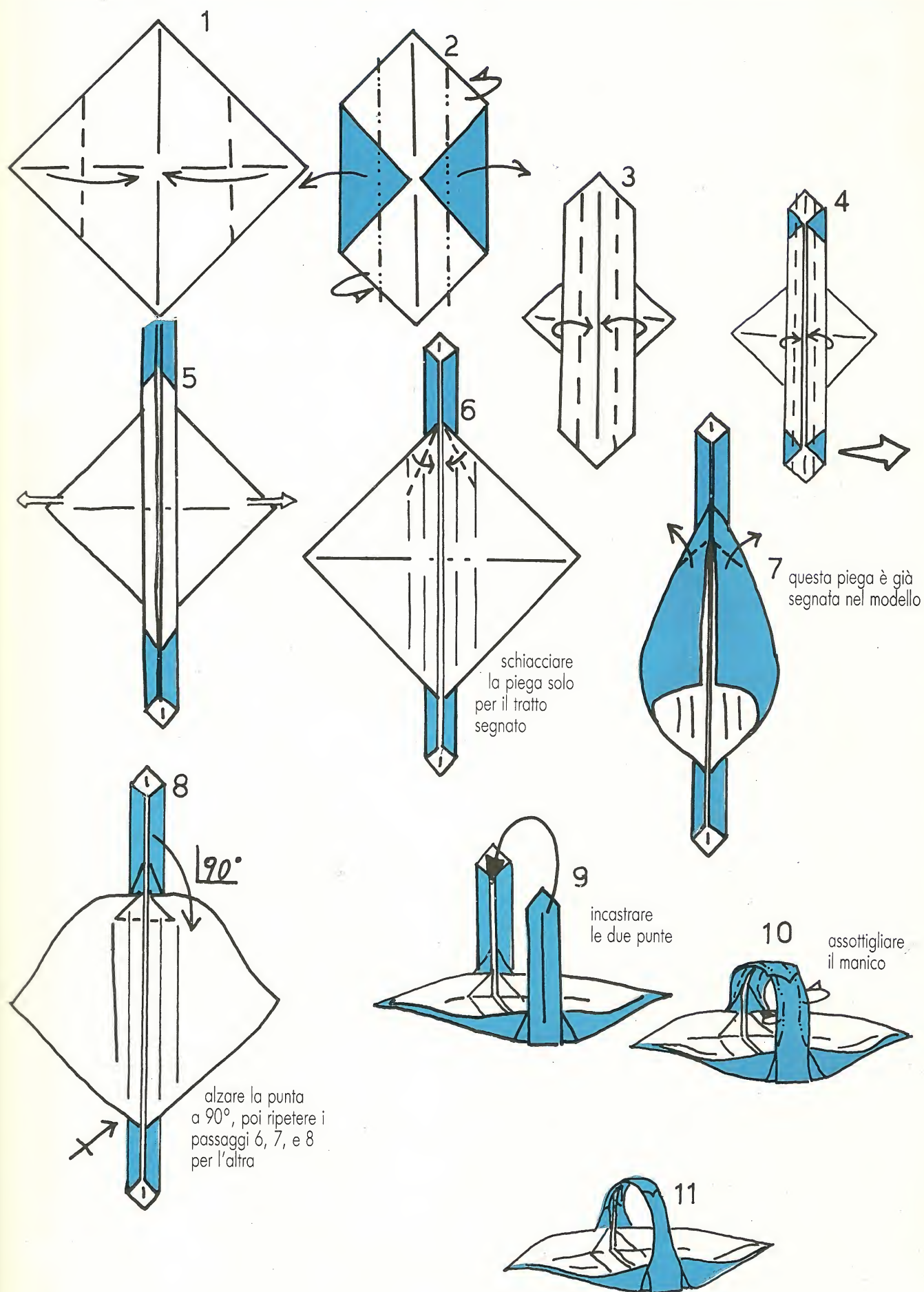




ripetere per gli altri
angoli le pieghe 7 e 8



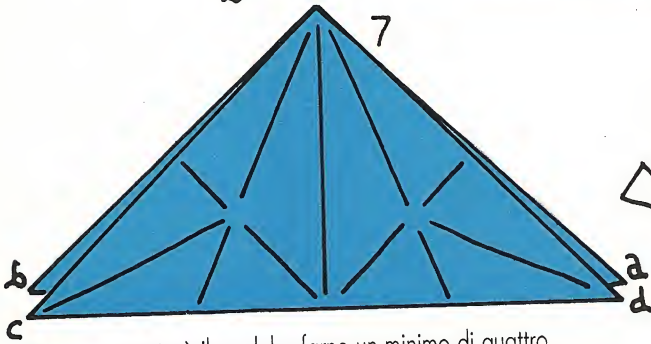
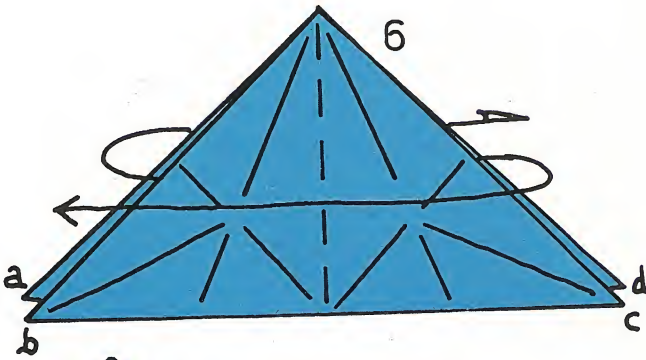
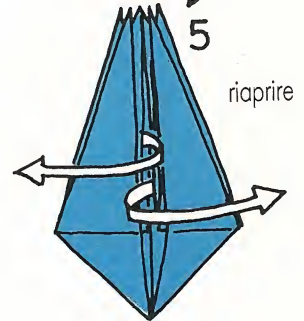
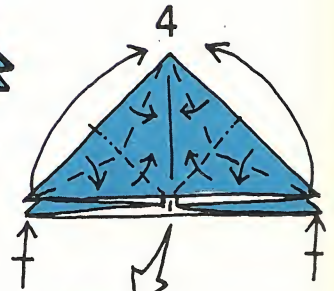
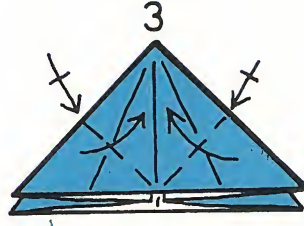
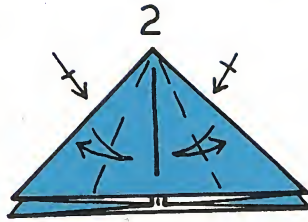
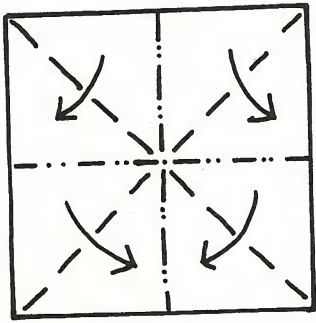
IL CANESTRO PER FIORI



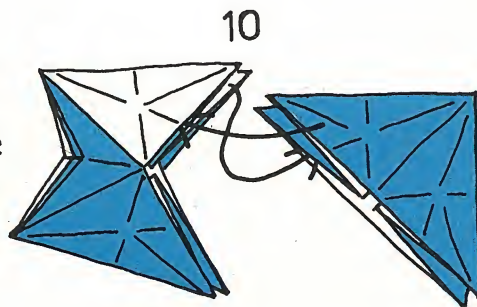
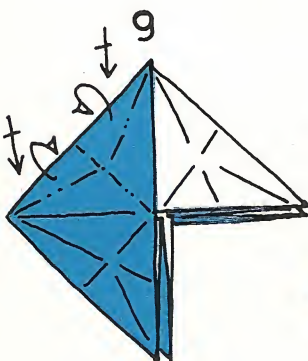
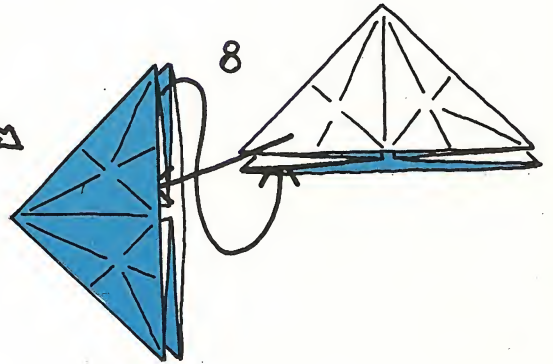
LA STELLA MODULARE

(modello tridimensionale)

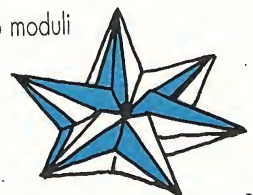
1



questo è il modulo; farne un minimo di quattro, di diversi colori, poi incastrarli come segue

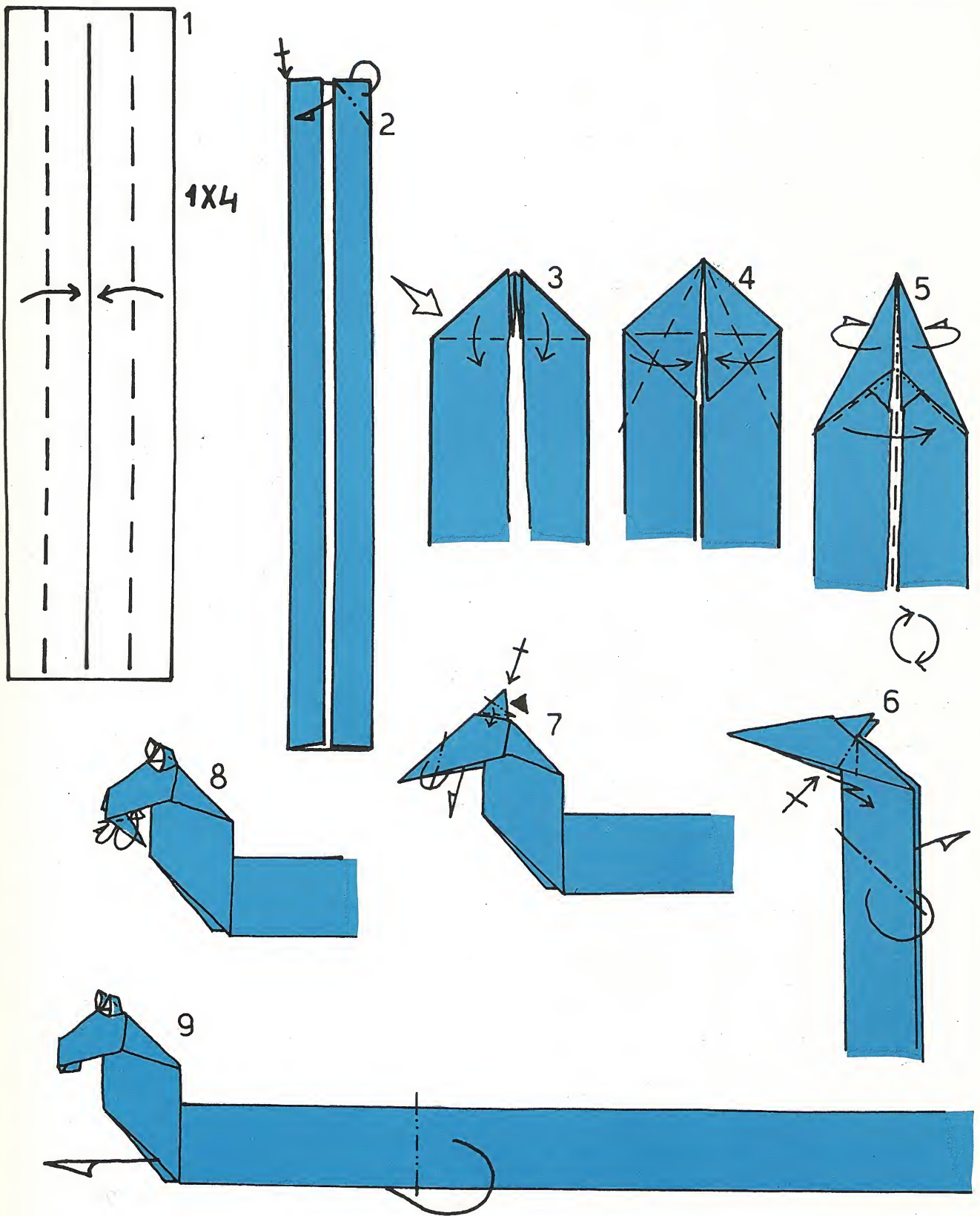


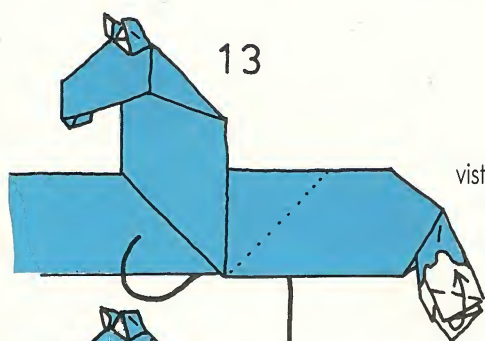
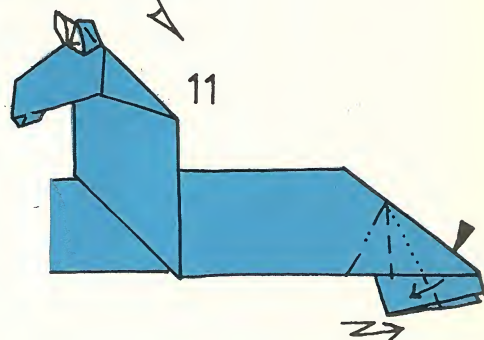
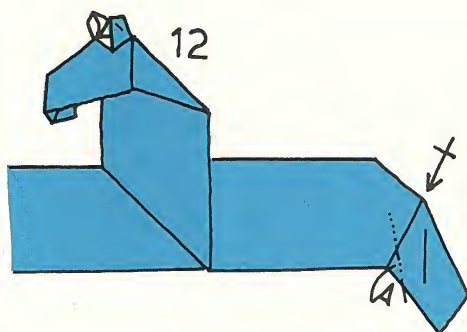
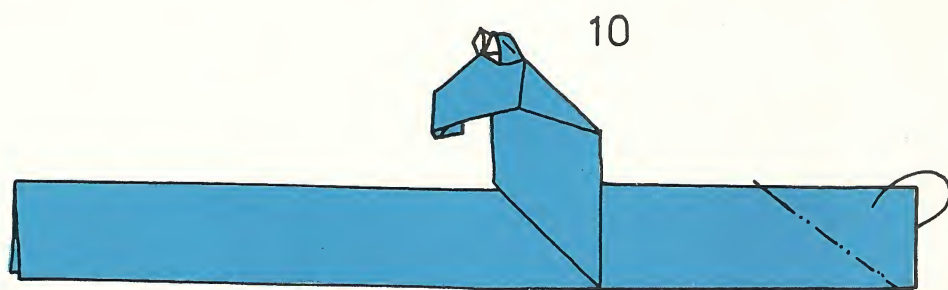
con 6 moduli



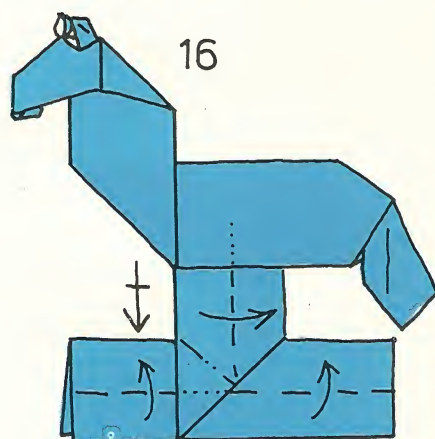
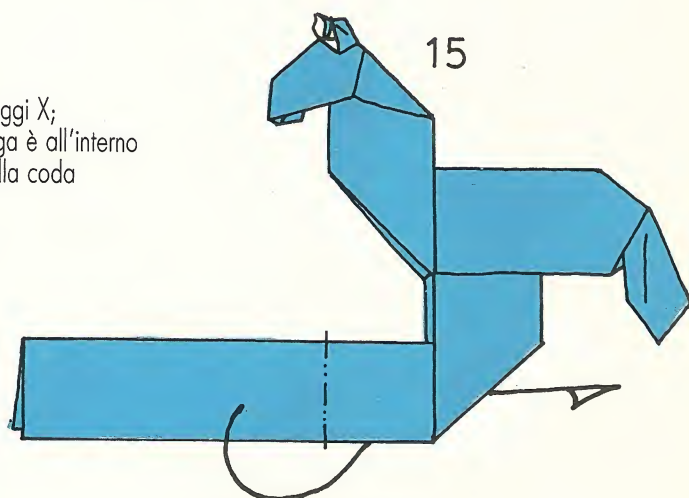
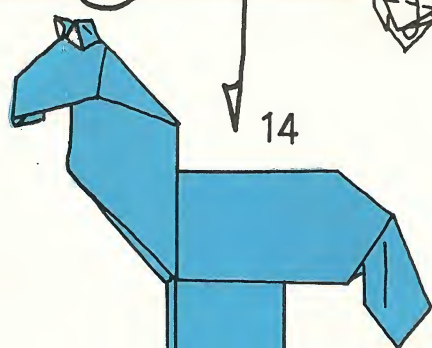
con 5 moduli

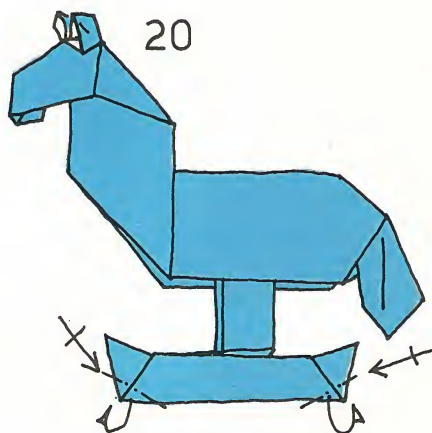
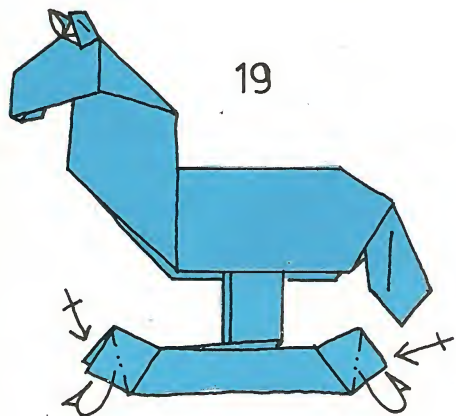
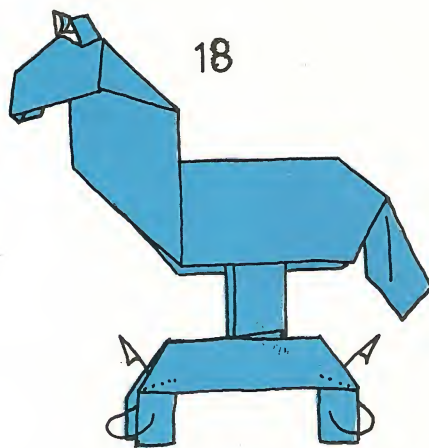
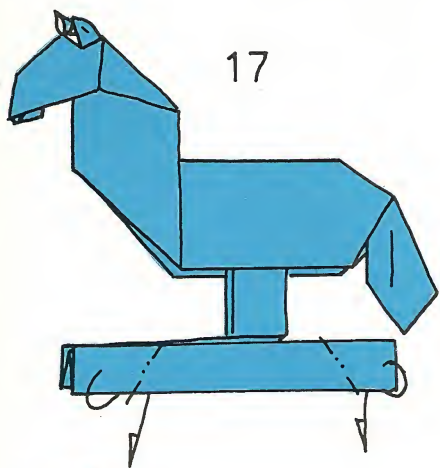






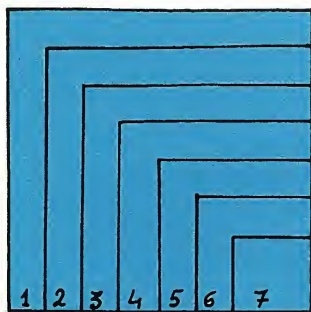
vista ai raggi X;
la piega è all'interno
della coda



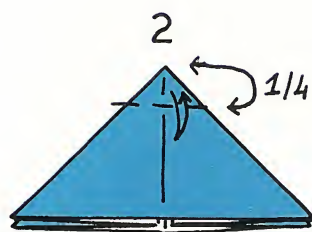
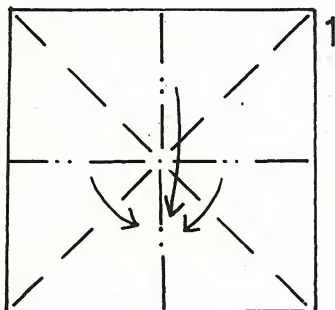


L'ALBERO DI NATALE

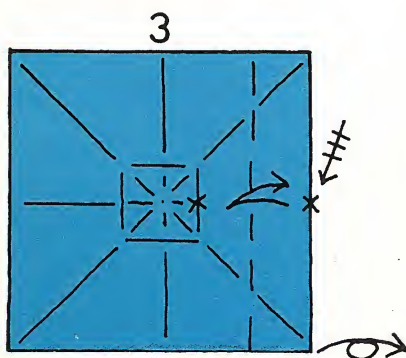
LA CHIOMA



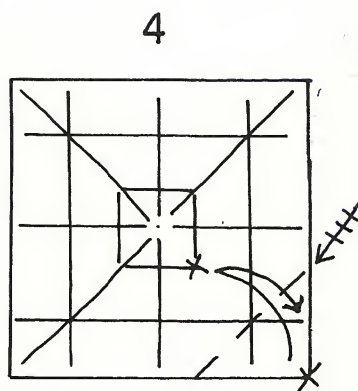
utilizzare sette fogli dello stesso colore, di formato decrescente in progressione di $1/8$ ciascuno



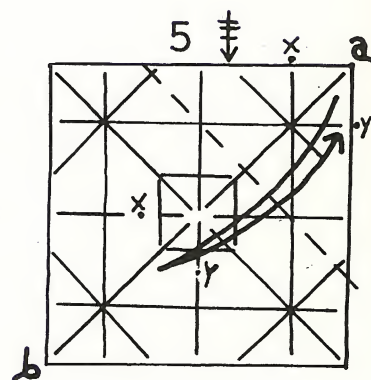
piegare e riportare nella posizione iniziale; quindi riaprire tutti i fogli come al passaggio 1 e girare



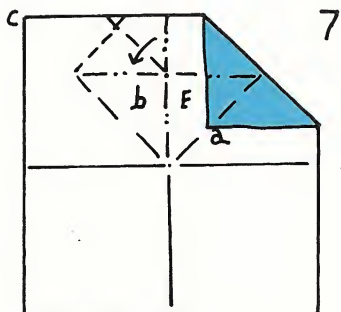
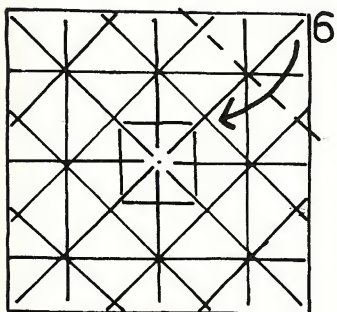
piegare e riaprire, facendo coincidere i due punti segnati con (x); quindi ripetere per gli altri tre lati e girare la figura



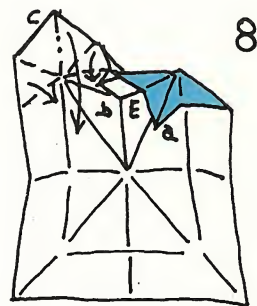
piegare e riaprire, facendo ancora coincidere i punti segnati con (x), poi ripetere per gli altri tre angoli



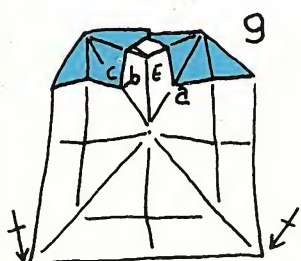
portare la punta (a) sulla diagonale (a-b) fino a incontrare i punti (x) e (y); segnare la piega e riaprire; poi ripetere per gli altri tre angoli



per evitare confusione,
appaiono solo le pieghe
essenziali; la figura
comincia a prendere
tridimensionalità

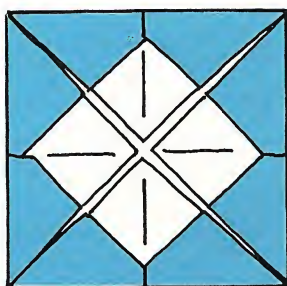


abbassare la punta (c)
che blocca la piega
precedente ...



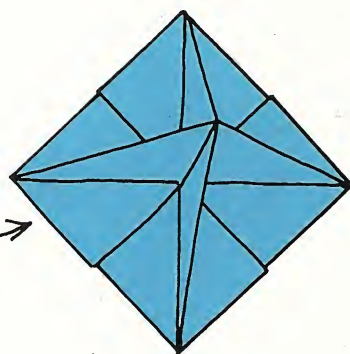
... così

ripetere queste due pieghe
per ogni lato e angoli, fino
a che la figura risulti tutta
incastrata e tridimensionale
(a forma di piramide)



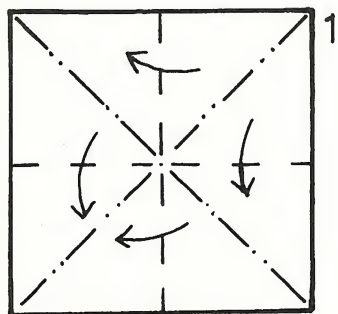
vista da sotto...

10



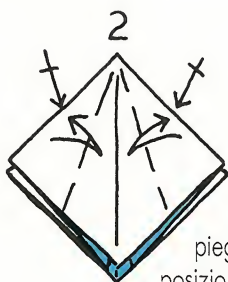
e dall'alto

completare tutti i sette moduli e poi
incastrarli a piramide uno nell'altro

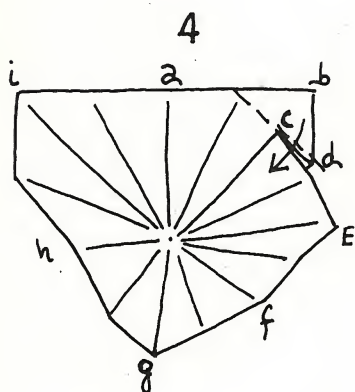
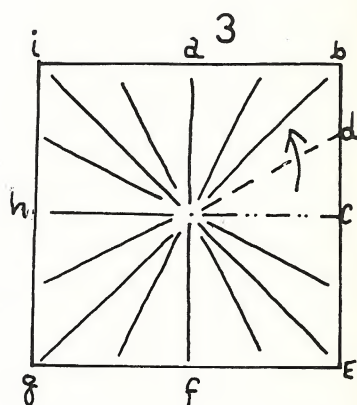


iniziare con un foglio di colore marrone, dello stesso formato del foglio più grande usato per la chioma

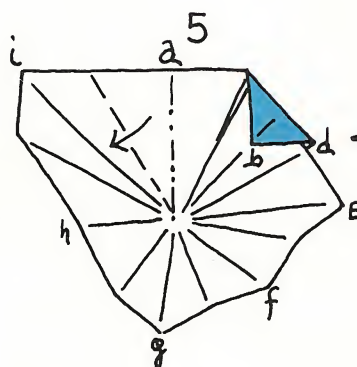
IL TRONCO



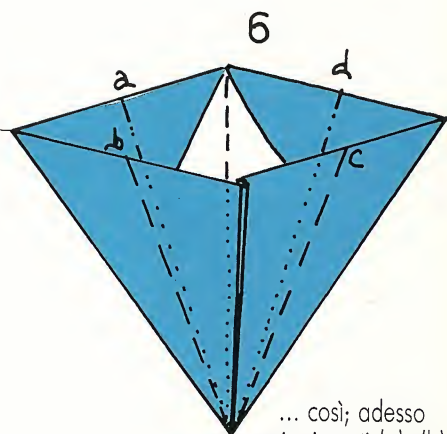
piegare e riportare nella posizione iniziale, ripetere dietro e riaprire come al passaggio 1



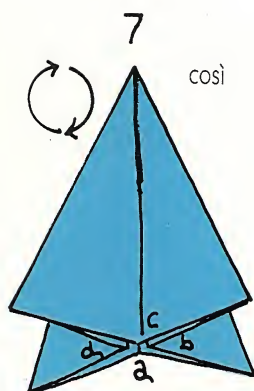
piegare la punta (b) e bloccare il punto (c)



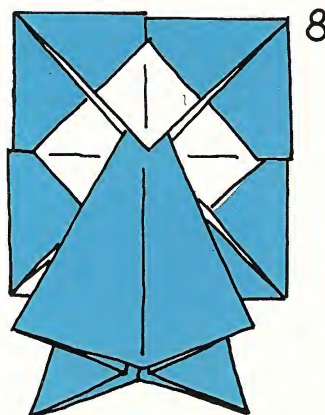
ripetere le pieghe 3 e 4 per (a), poi ancora per (h) e per (f), così da ottenere una forma piramidale...



... così; adesso unire i punti (a), (b), (c) e (d) al centro e capovolgere la figura



così



ora incastrare il tronco alla chioma

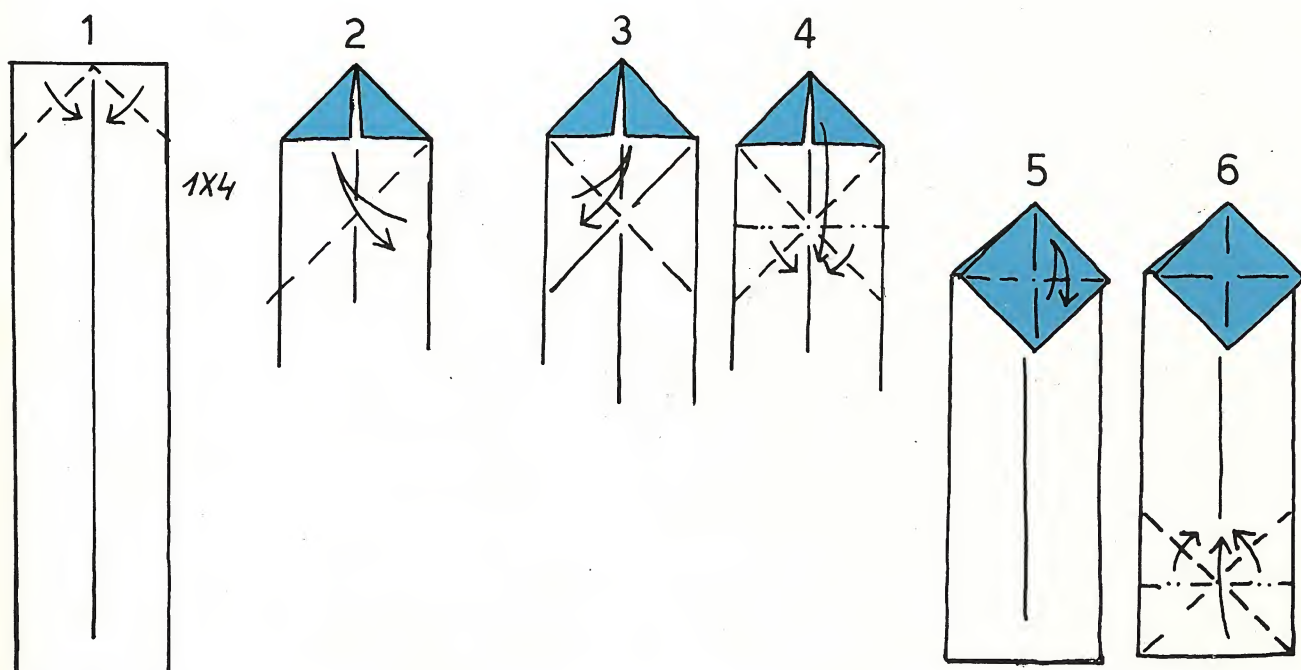


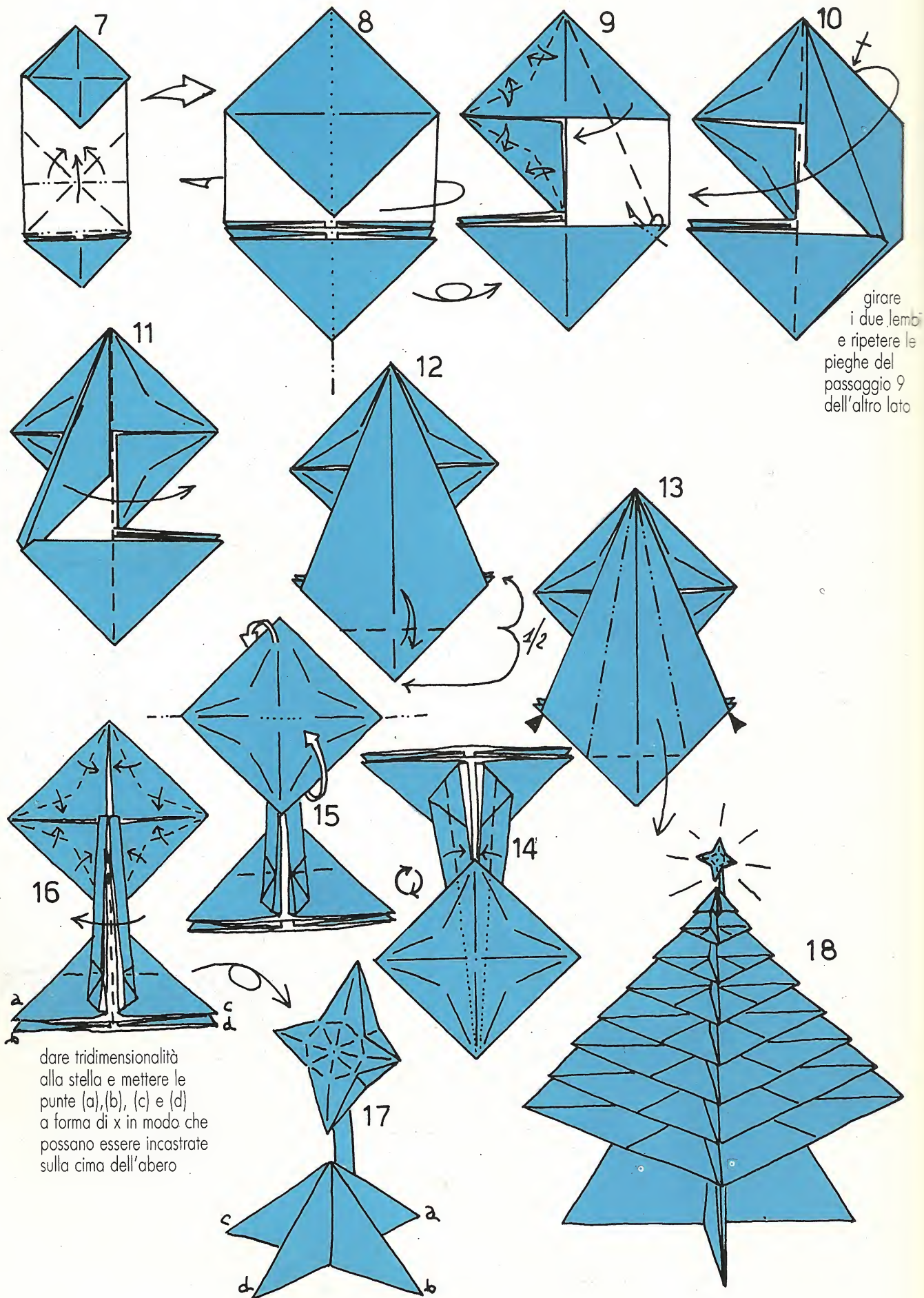
ecco fatto !

ma non è finita...
continuiamo con
il prossimo modello

LA STELLA DA METTERE SULL'ALBERO DI NATALE

per avere un buon rapporto di proporzioni con l'albero, usare un foglio di carta metallizzata, il cui lato breve sia la metà del lato del quadrato più piccolo usato per la chioma







Dal basso: l'albero di Natale (pagg. 44-48); l'angelo (pag. 57); le due candele (pagg. 12-13); il cappello di Babbo Natale e quello da gnomo (pag. 11)



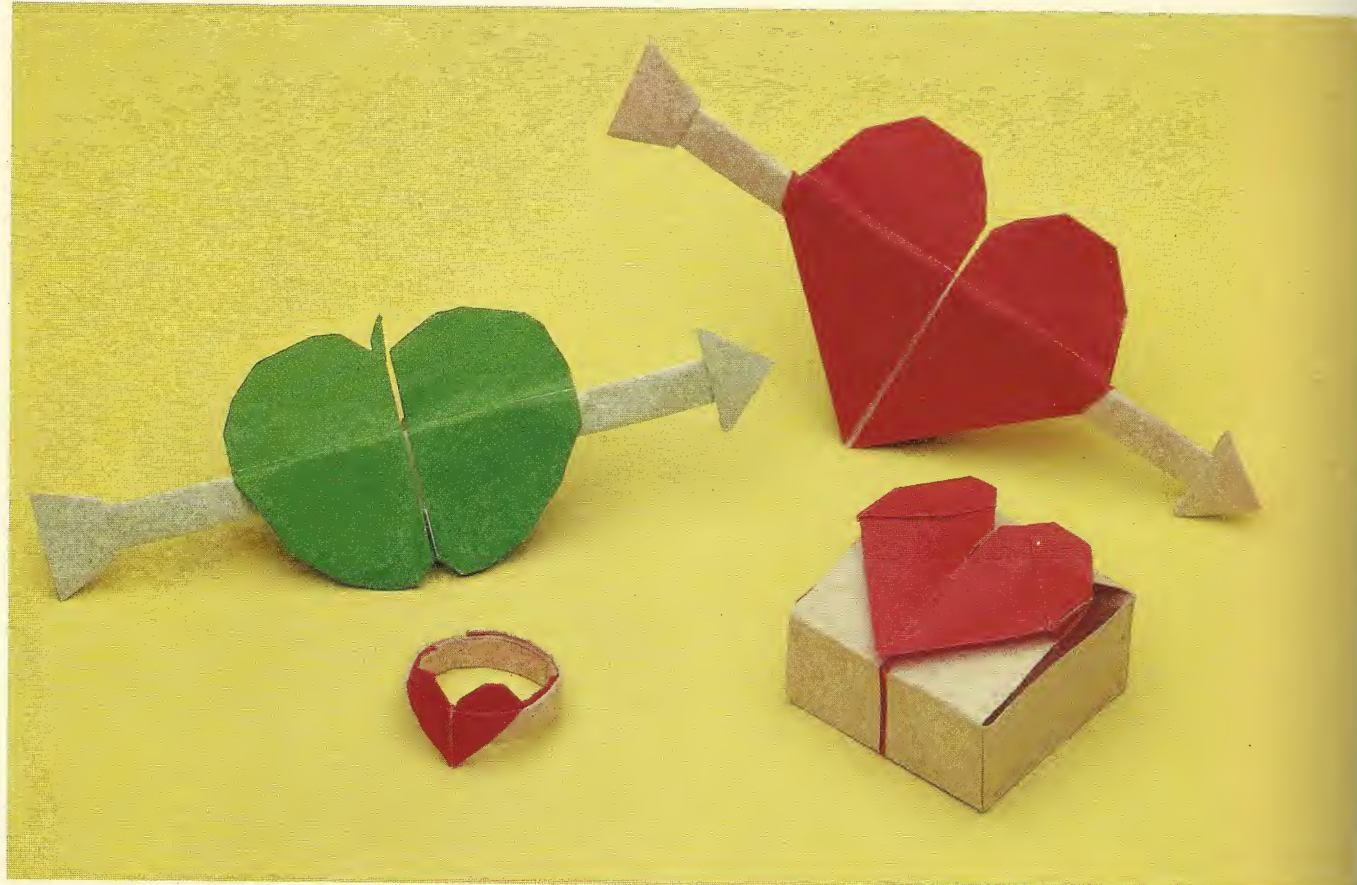
Da sinistra: la stella di mare (pag. 81); la conchiglia (pag. 80); la stella modulare (pag. 40)



Dal basso: le casette (pagg. 7, 8 e 9); la chiesetta (pag. 9); le montagne (pag. 10)



In basso: la foglia di ninfea (pag. 63) con la rana (pag. 82) e le ninfee (pag. 61); sopra: la farfalla con le due varianti (pagg. 70-73)



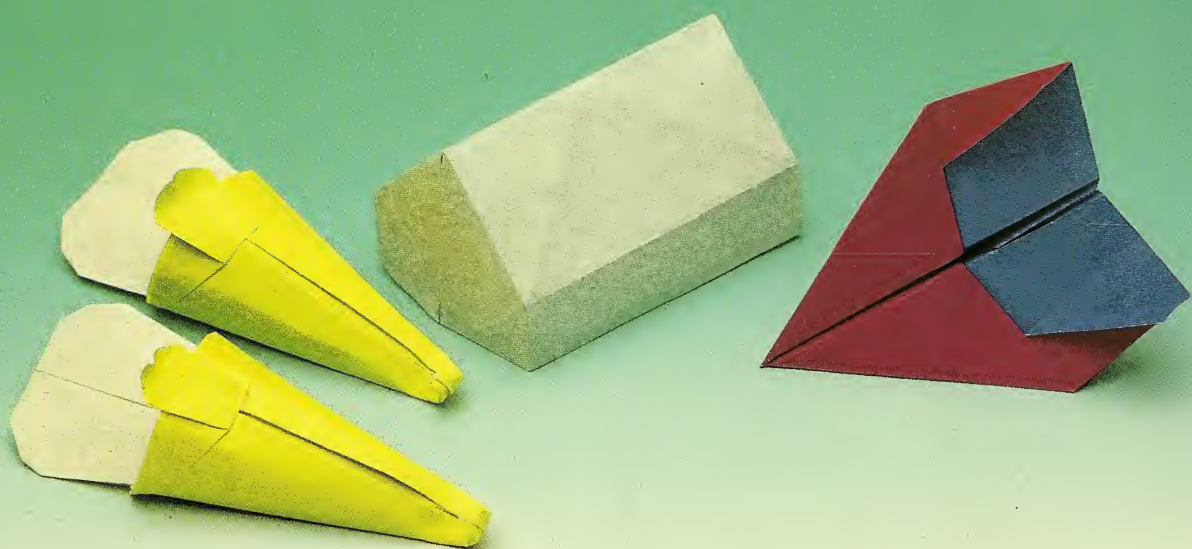
Dal basso: la scatola con cuoricino (pag. 36) e l'anello a cuore; la freccia di Guglielmo Tell (pag. 30) e la freccia di Cupido (pag. 29)



Dal basso: la stella modulare (pag. 40); il canestro da fiori (pag. 39), nel suo interno, la rosa (pag. 59-60); l'elefantino (pag. 84); altre due stelle modulari (pag. 40); il koala (pag. 88)



Dal basso e da sinistra: lo gnomo (pag. 14); il ritratto di G. Verdi (pagg. 23-25); il bebé (pag. 16); due volti di profilo (pagg. 18-19); volto di uomo con baffi (pag. 20); il ritratto di A. Hitler (pag. 22); altri due profili (pagg. 18-19)



Da sinistra: le babbucce arabe (pag. 26); la tenda (pag. 38); l'aereo volante (pag. 93)



Dal basso e da sinistra: la chiocciola (pag. 76); il fungo tra l'erba (pag. 67); il grillo (pag. 75); la cavalletta (pag. 74); il fungo n° 2 (pag. 65); il fungo con funghetto (pag. 66); il fungo n° 1 (pag. 64)



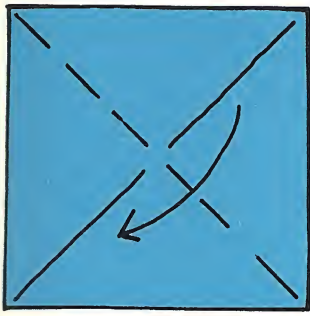
Dal basso e da sinistra: il camion (pag. 102) e una variante; la motobarca (pag. 92); il jet (pagg. 94-95); l'aereo ad elica (pagg. 96-101)



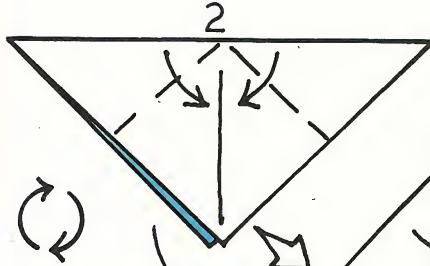
Dal basso: il coniglio (pag. 77); il panda (pagg. 90-91); il pinguino (pag. 79); la scimmia (pag. 85); la volpe (pag. 78)



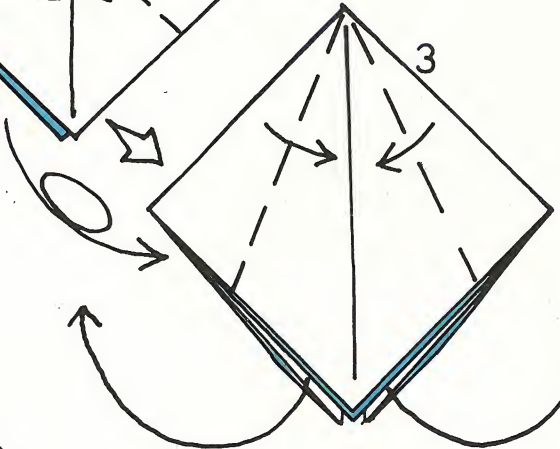
Da sinistra: il cavallo a dondolo (pag. 41); il trofeo di caccia (pag. 58); una variante dell'elefantino (pag. 84)



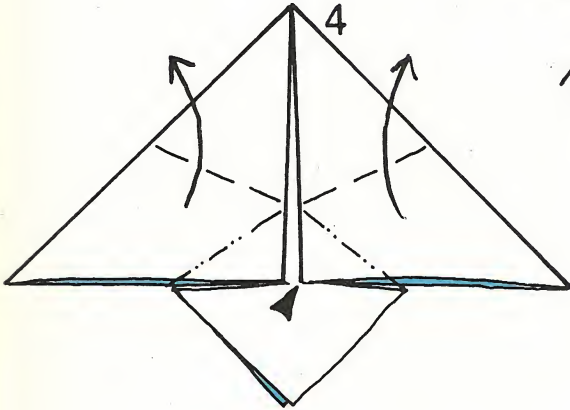
1



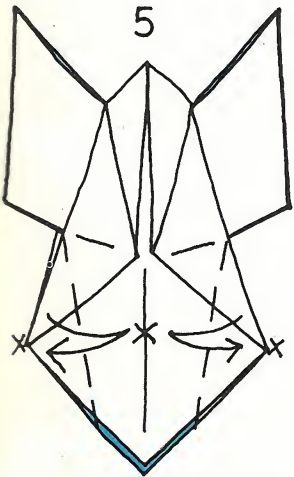
2



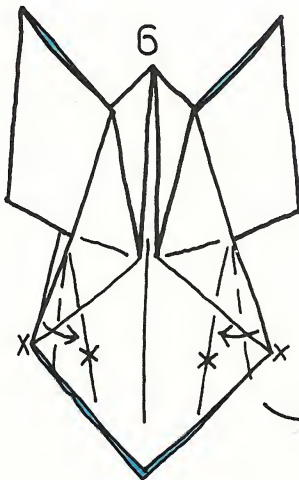
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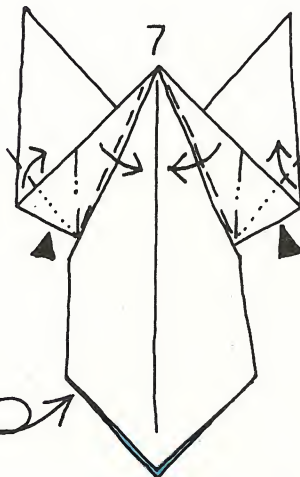
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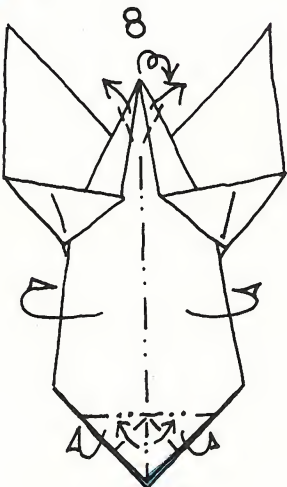
5



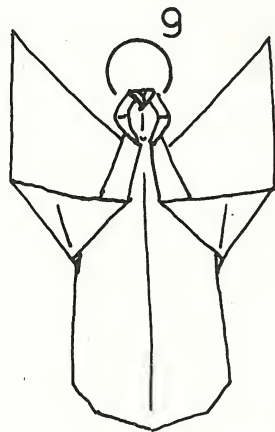
6



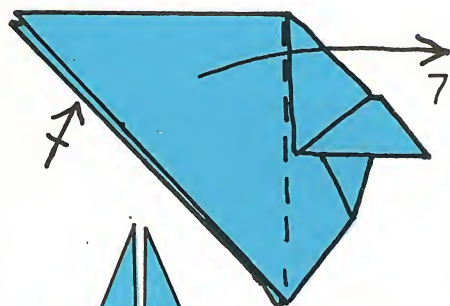
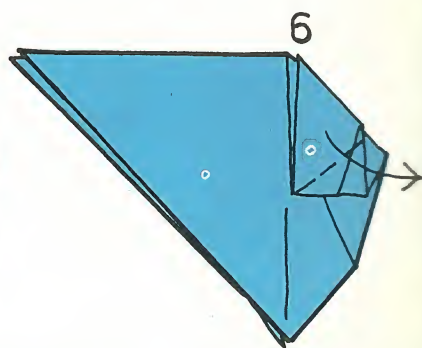
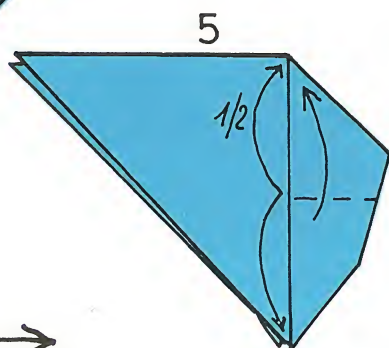
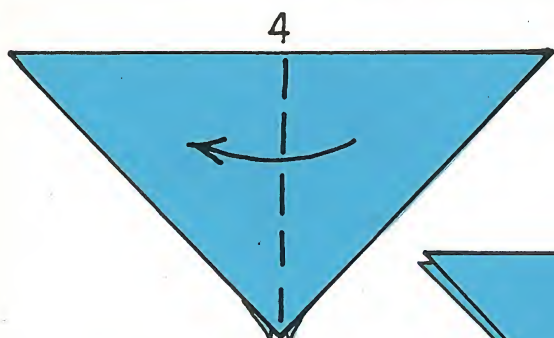
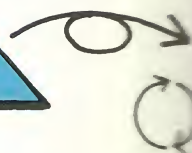
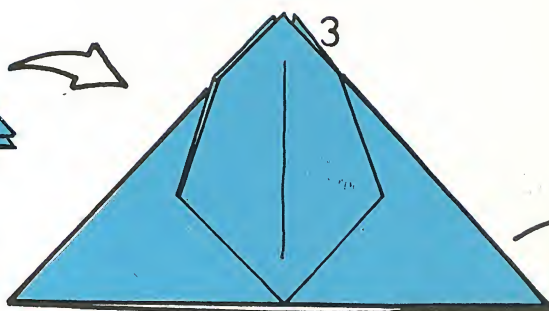
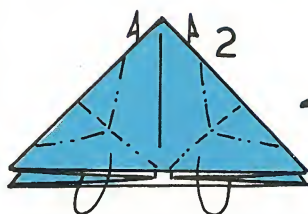
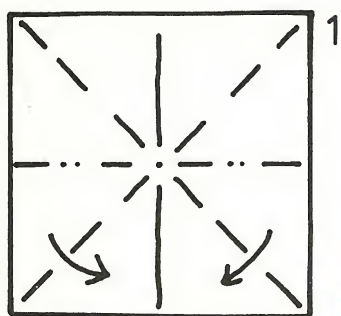
7



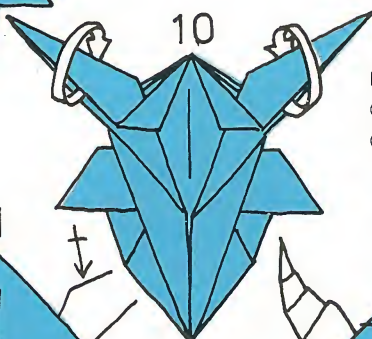
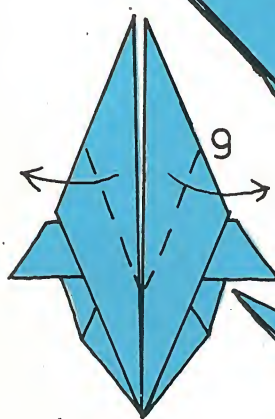
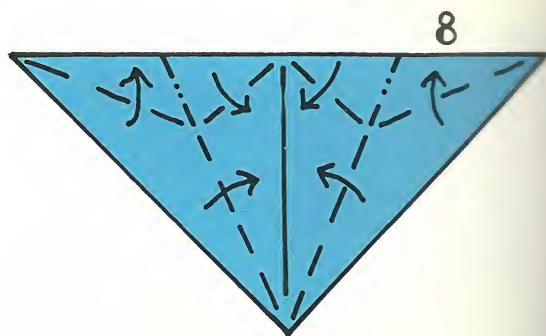
8



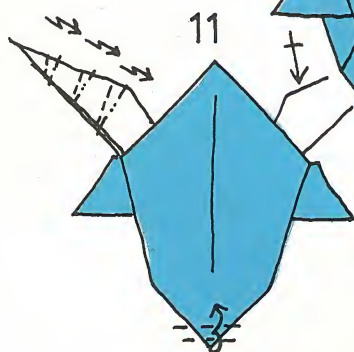
9

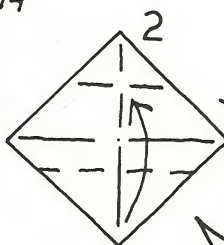
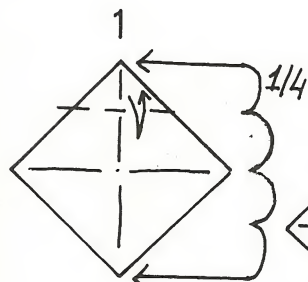
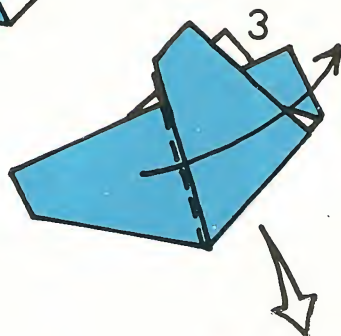
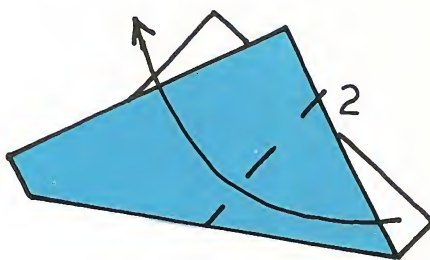
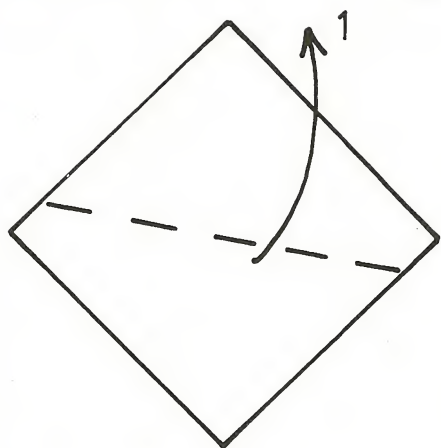


riportare il primo
lembo a destra e
ripetere i passaggi
4, 5, 6, e 7
dall'altro lato

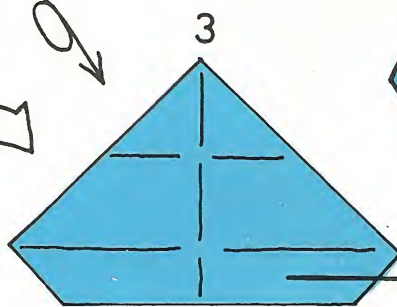


rivoltare la carta e far
cambiare il colore alle due punte;
quindi girare la figura

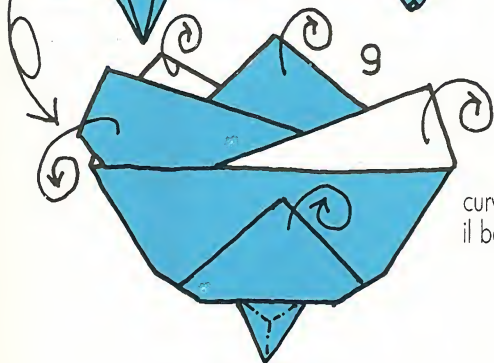
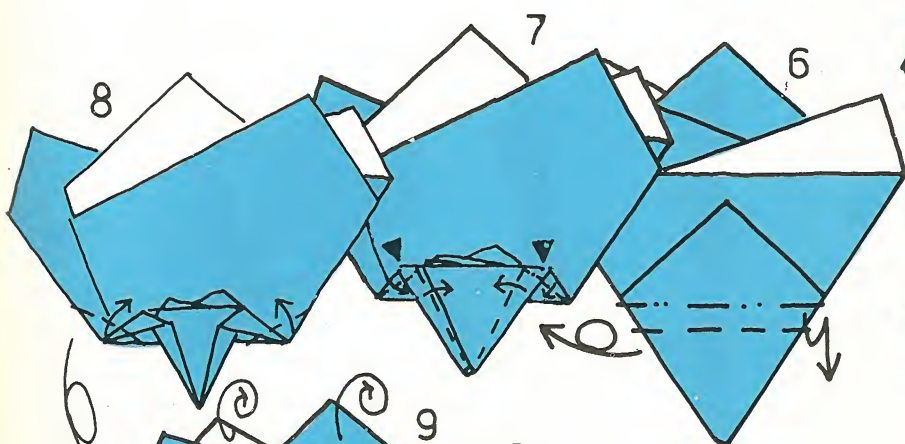
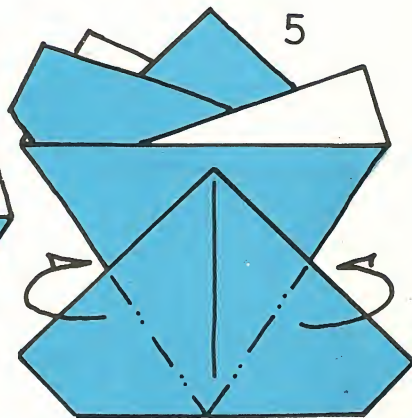
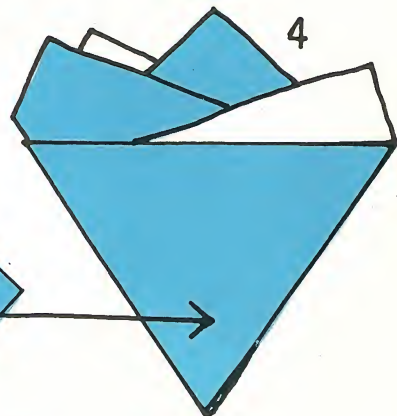




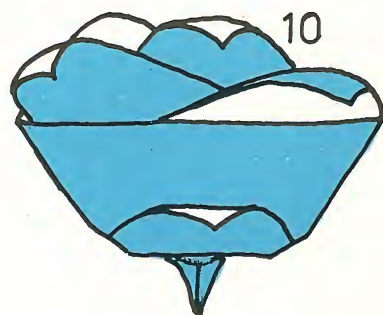
per i sepali, usare un foglio di colore verde, 1/4 più piccolo di quello usato per i petali

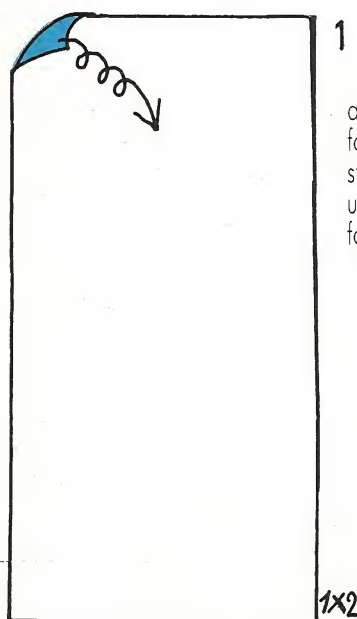
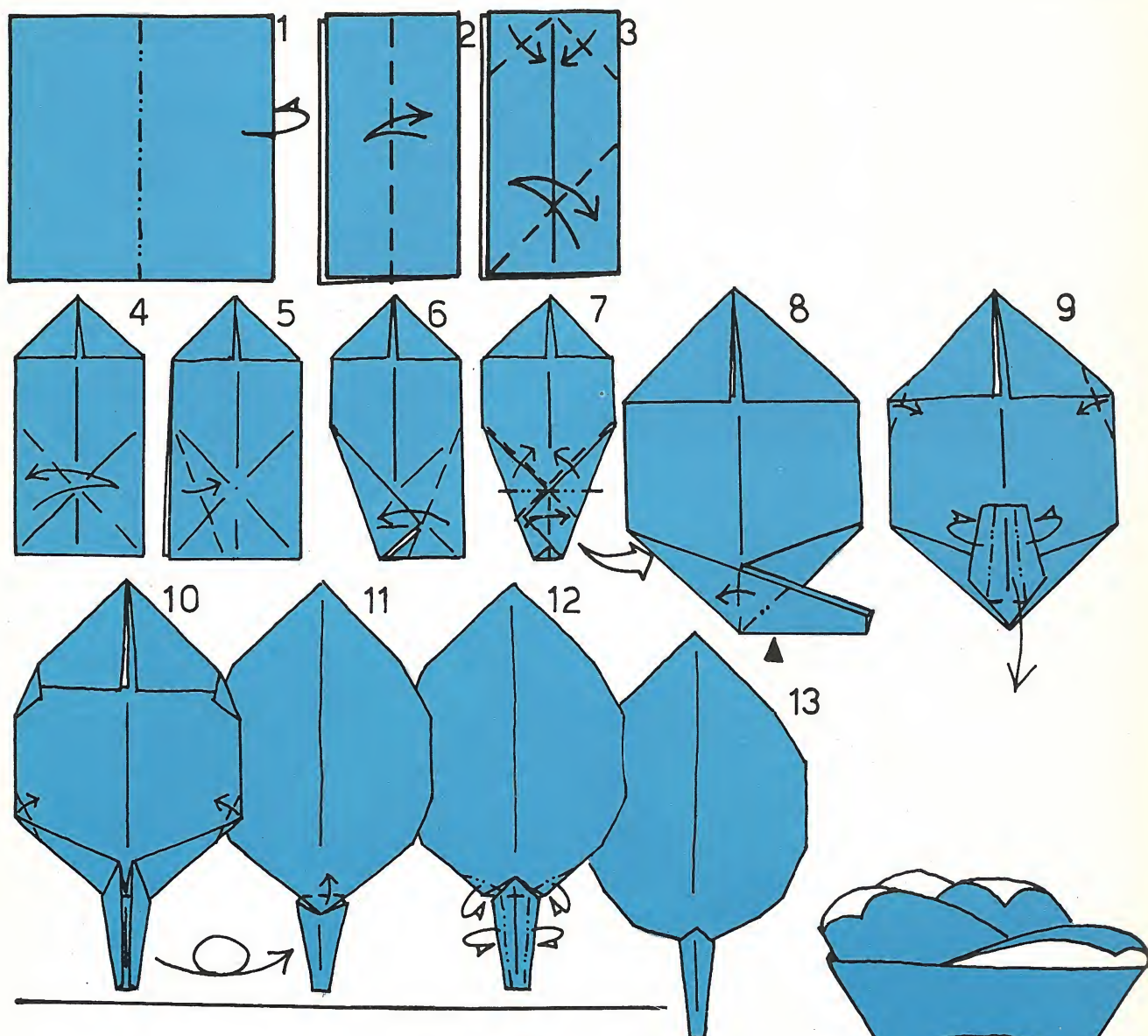


sovrapporre alla figura 4



curvare verso il basso





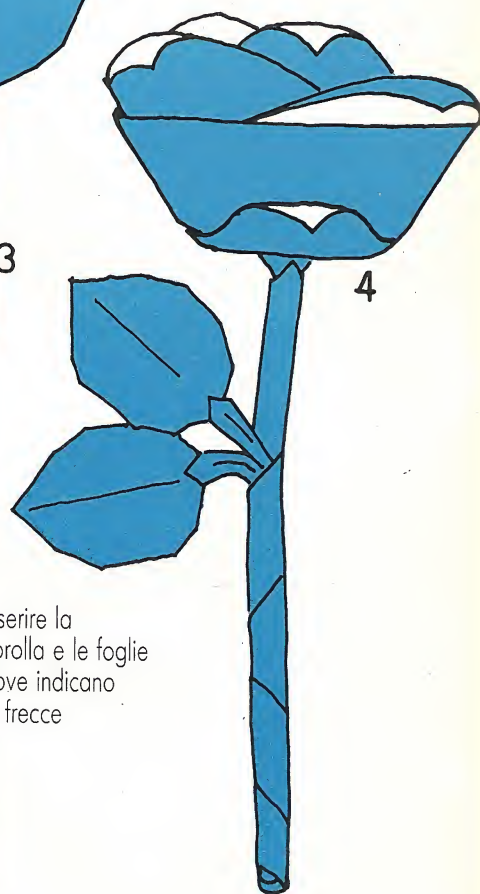
arrotolare un
foglio dello
stesso colore
usato per le
foglie

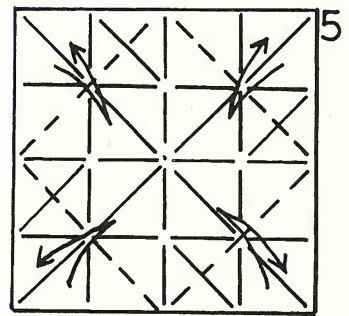
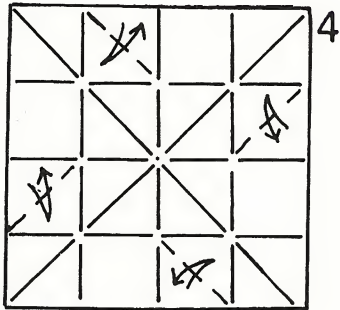
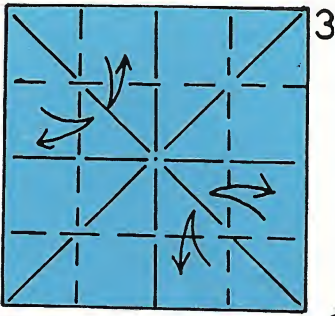
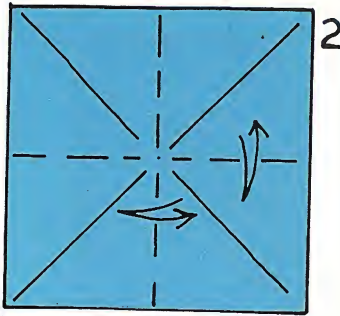
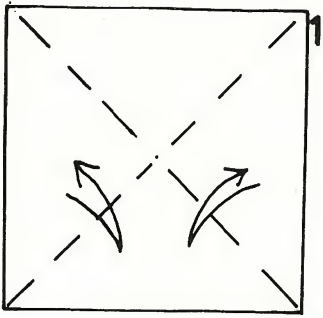


intascare
la punta



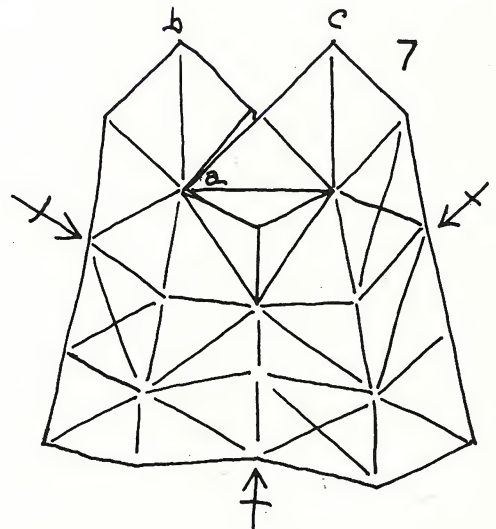
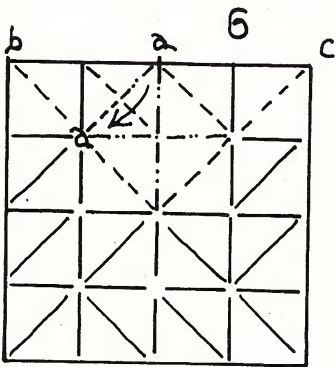
inserire la
corolla e le foglie
dove indicano
le frecce





tracciare le diagonali
solo sui quadratini segnati

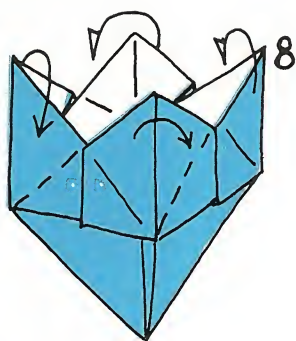
tracciare ora queste
altre diagonali



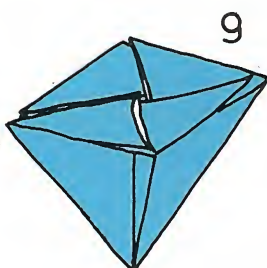
fare attenzione adesso alle
pieghe segnate, poiché si dovranno
ripetere su tutti e quattro i lati; la
piega principale, che dà anche la
tridimensionalità, è quella segnata
con la freccia; notare che i due
punti indicati con (a), devono
coincidere...

... così

ora ripetere lo stesso passaggio
sugli altri tre lati, fino ad ottenere
una figura tridimensionale



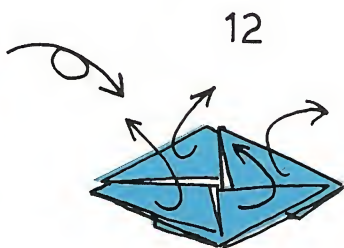
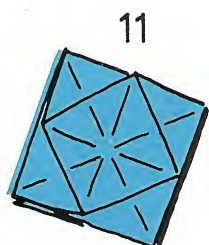
8
schiacciare le quattro
punte alla base...



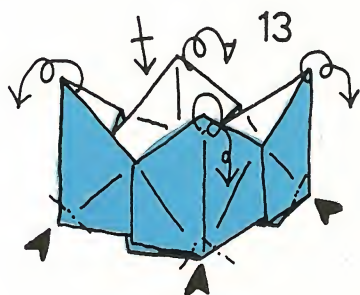
9
... così
ora capovolgere



10
schiacciare con cura
la punta fino ad
appiattirla piegando
le costole verso
destra



11
12
risolvere le punte e
aprirle come al
passaggio 8



13
far rientrare i quattro angoli
in basso aiutandovi con
delle pinzette e arrotolare in
giù tutte le punte

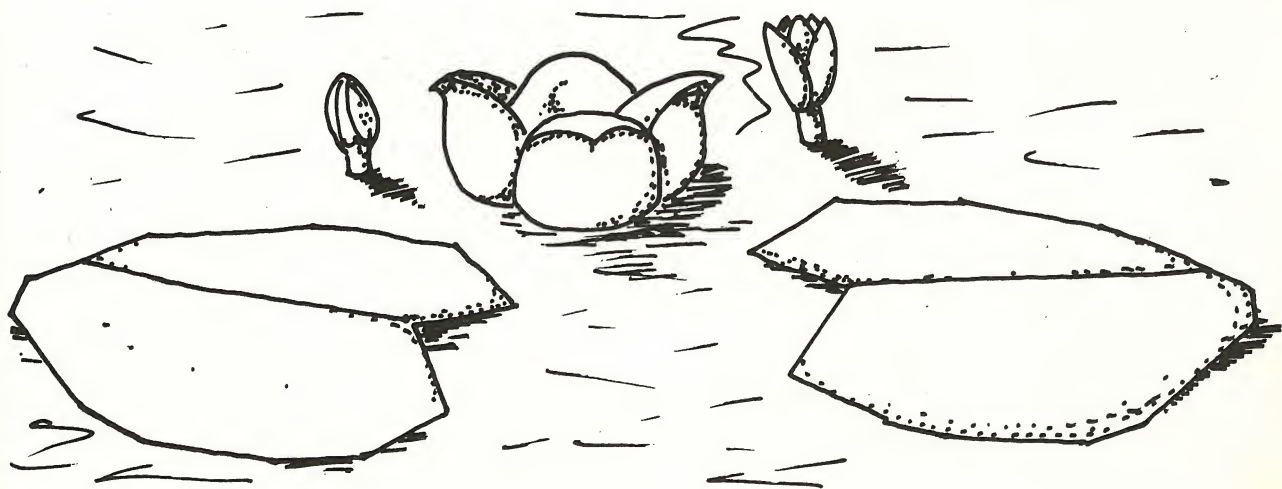
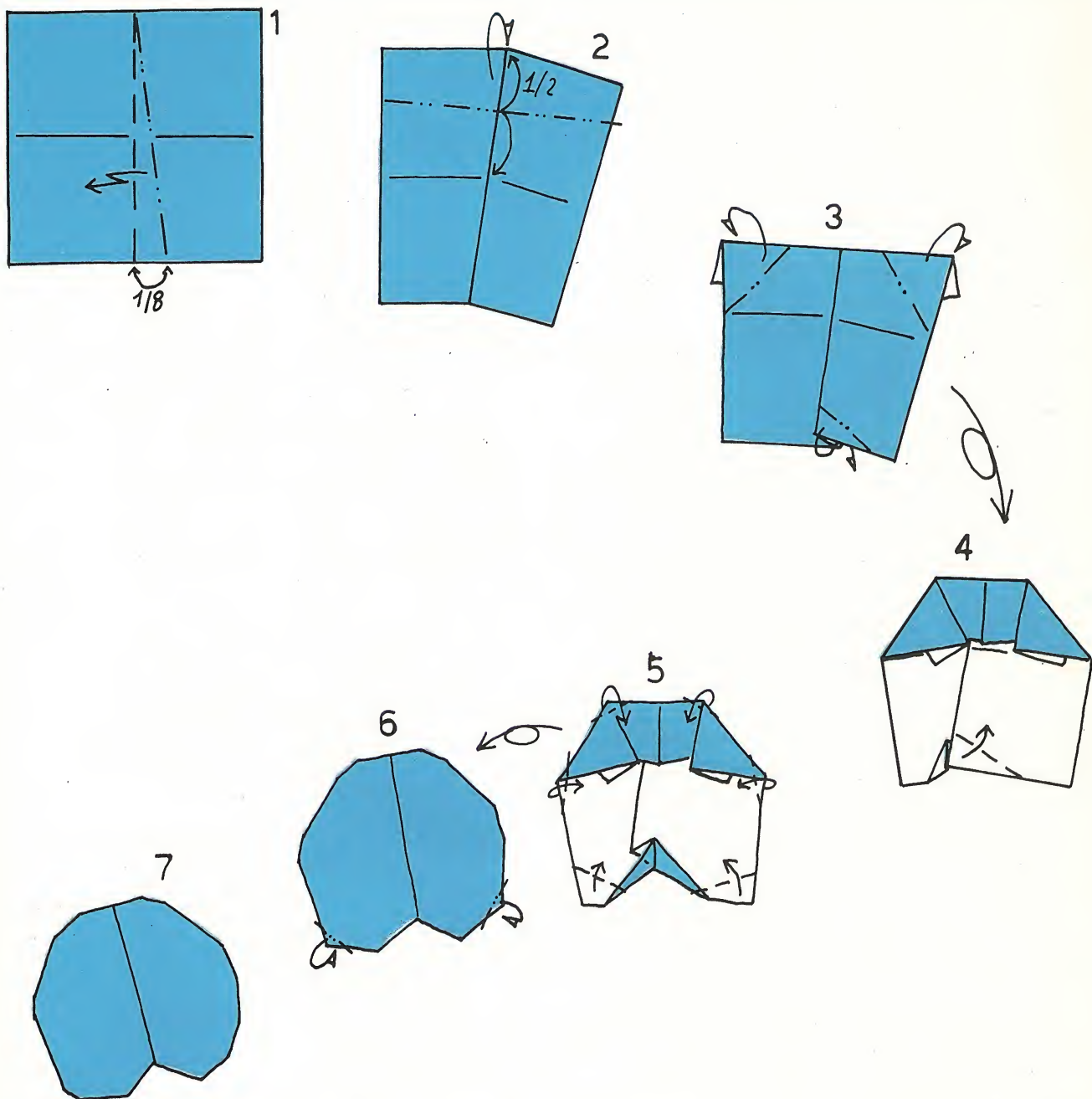


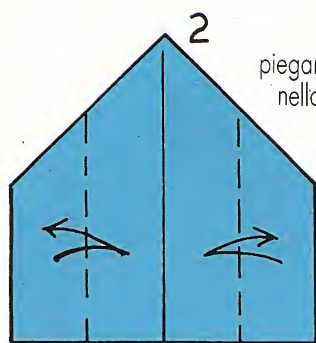
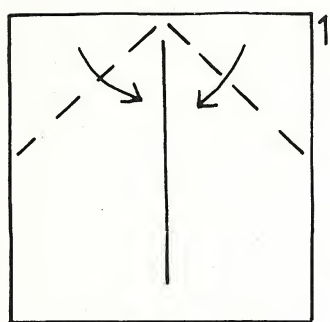
14



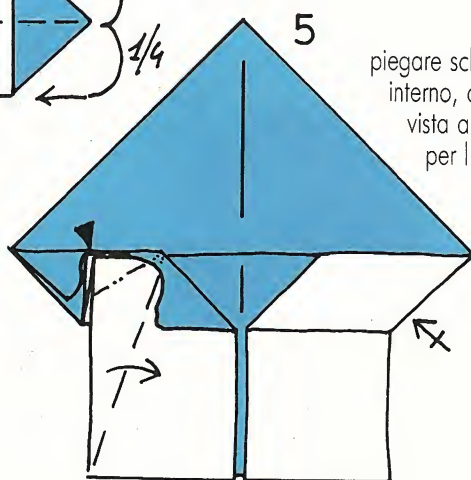
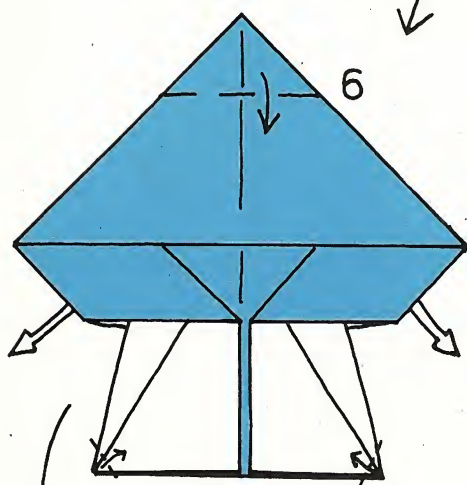
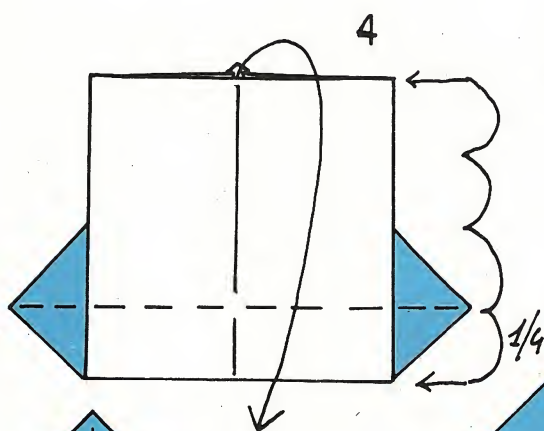
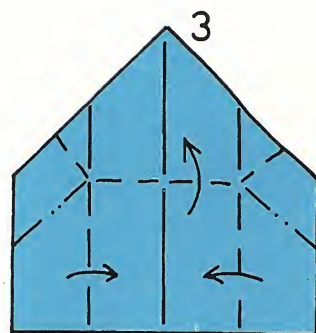
volendo, si può piegare uno o più
moduli più piccoli ed inserirli
all'interno, così da ottenere più petali

LA FOGLIA DI NINFEA

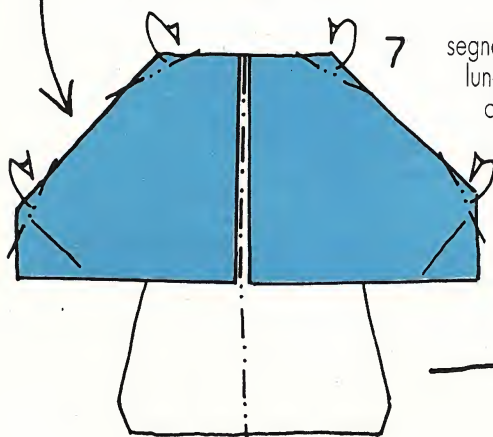




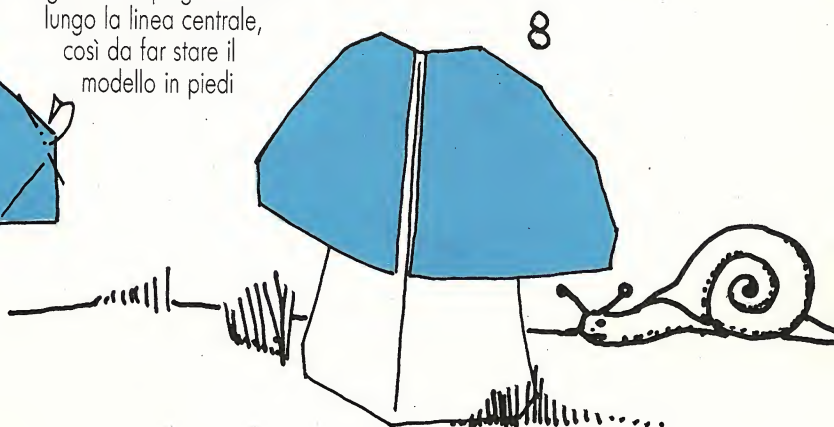
piegare e riportare
nella posizione iniziale

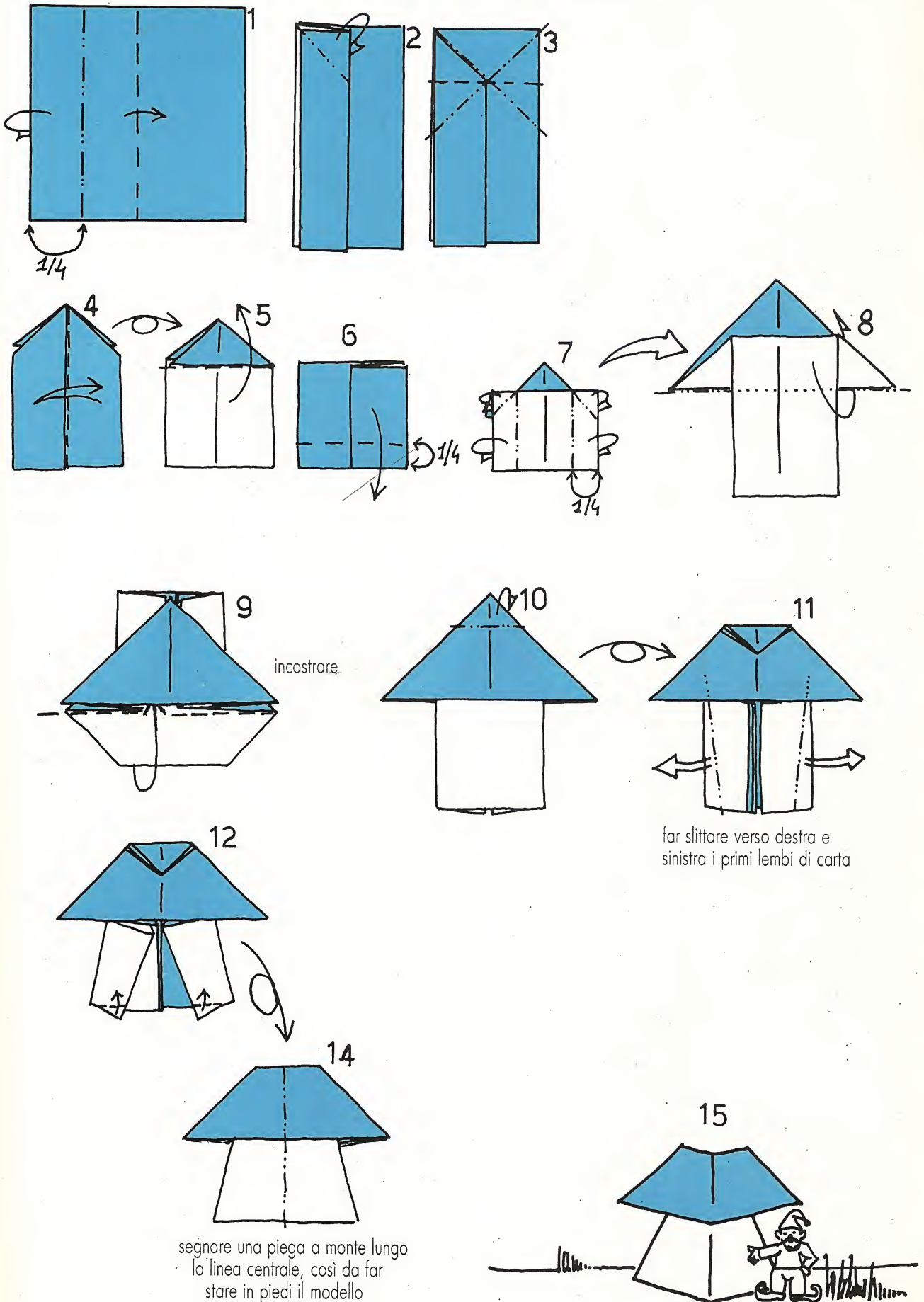


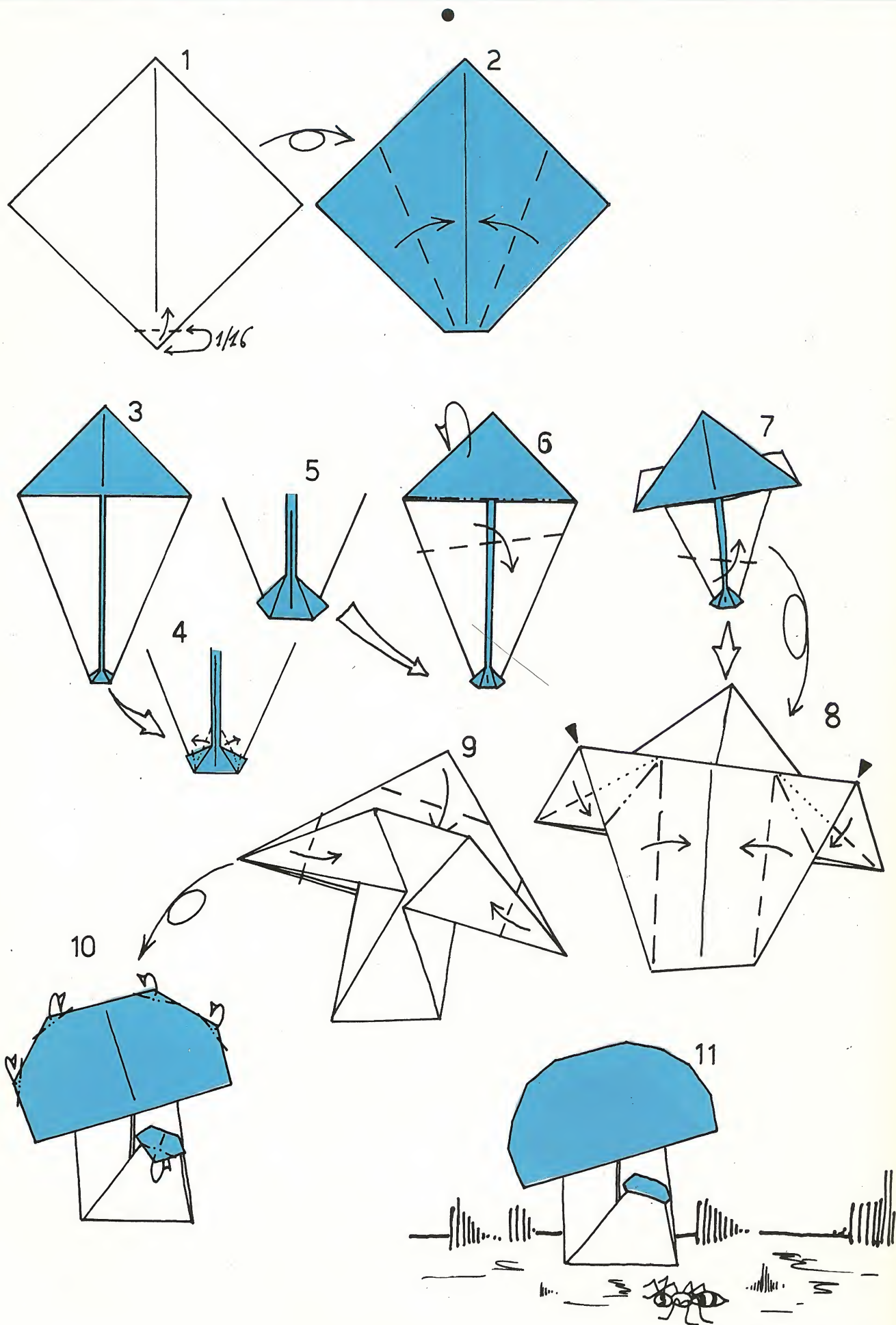
piegare schiacciando l'angolo
interno, così come si vede nella
vista a raggi X; poi ripetere
per l'altro lato



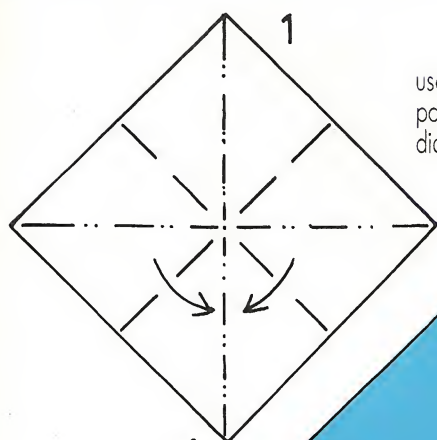
segnare una piega a monte
lungo la linea centrale,
così da far stare il
modello in piedi



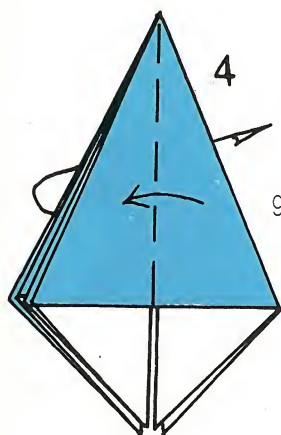
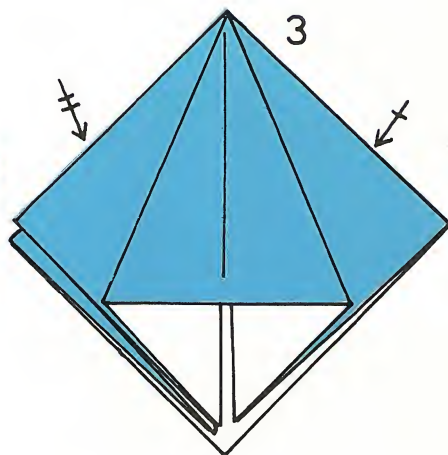
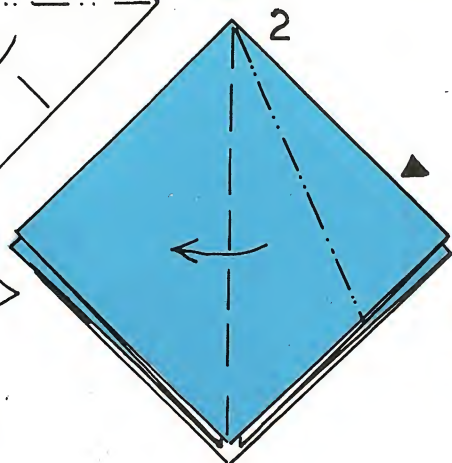




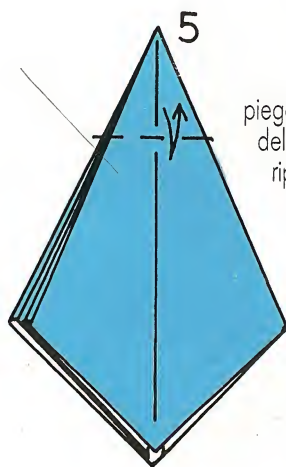
FUNGO TRA L'ERBA



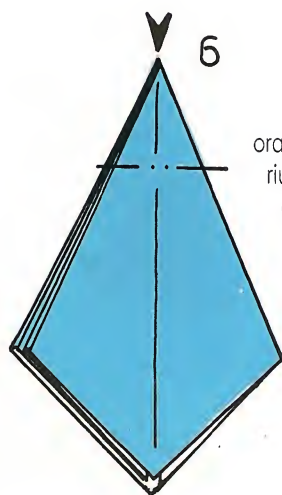
usare per questo modello un foglio di carta metallizzata, possibilmente marrone da un lato e verde dall'altro; nei diagrammi, il bianco rappresenta il lato verde



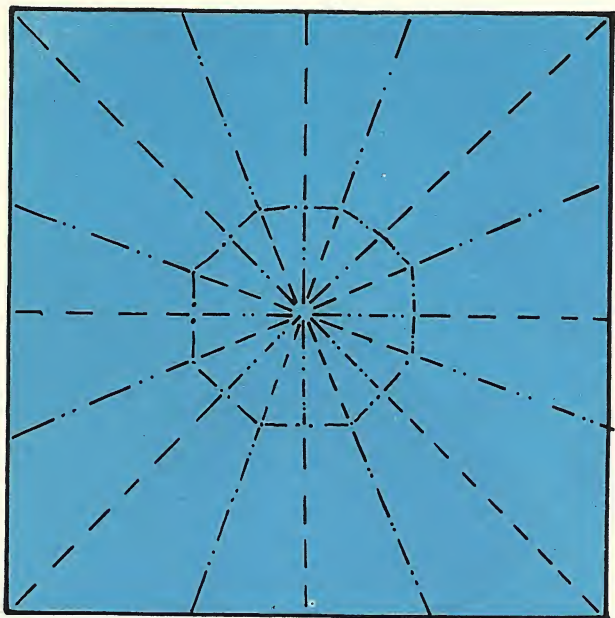
girare a libro un lembo avanti e uno dietro



piegare la punta di circa $\frac{1}{4}$ dell'altezza della figura e riportarla nella posizione iniziale; questa piega determinerà l'ampiezza del cappello e l'altezza del fungo



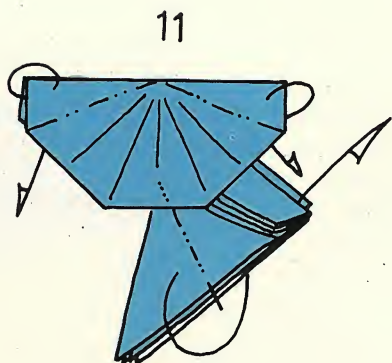
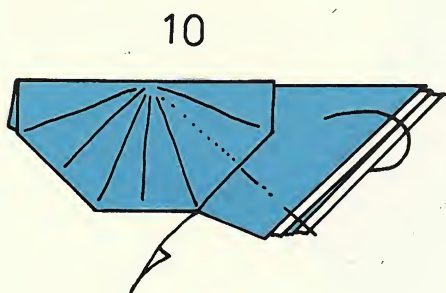
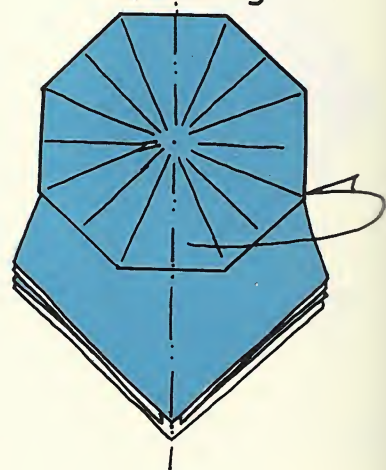
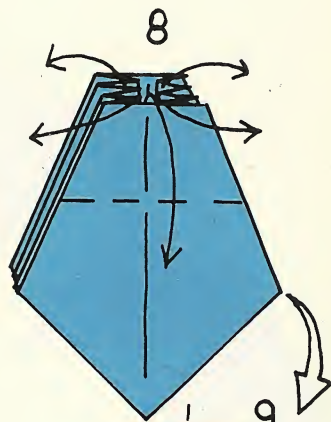
ora farla rientrare; l'operazione può riuscire più facilmente riaprendo completamente la figura



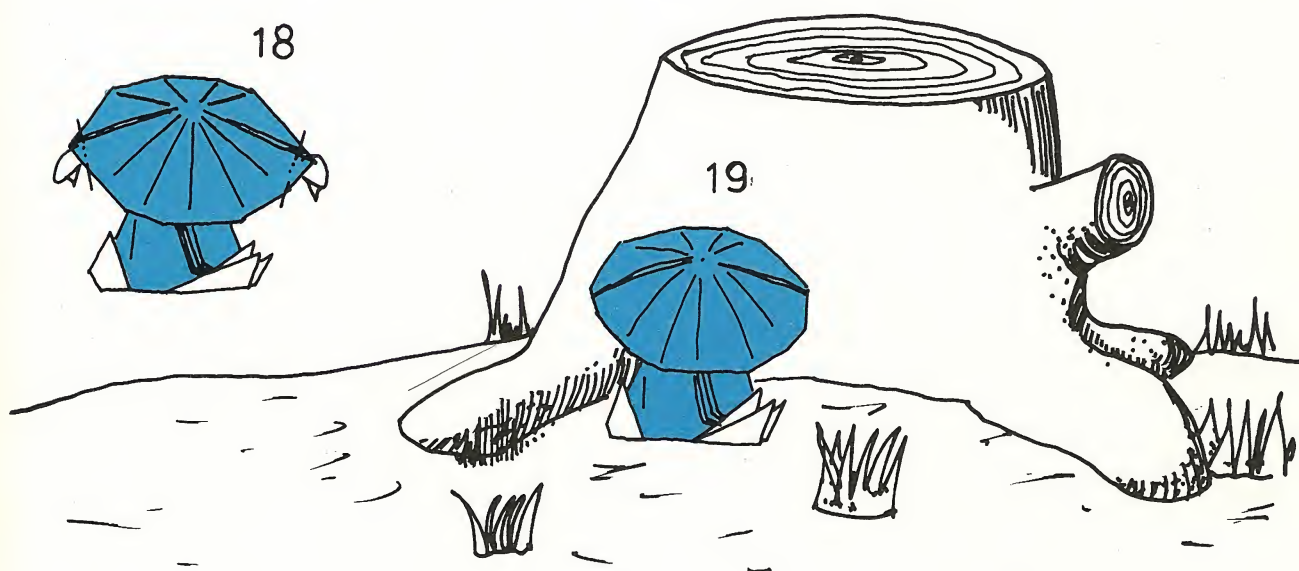
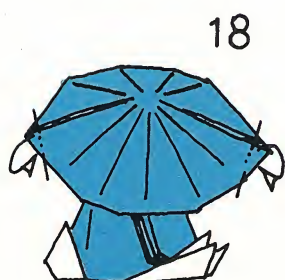
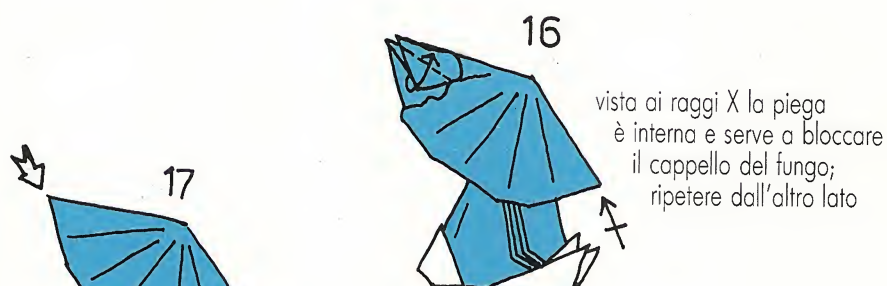
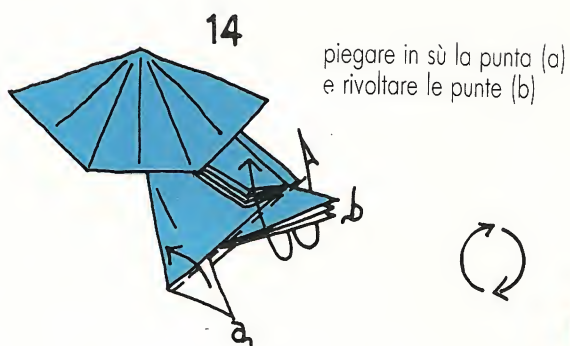
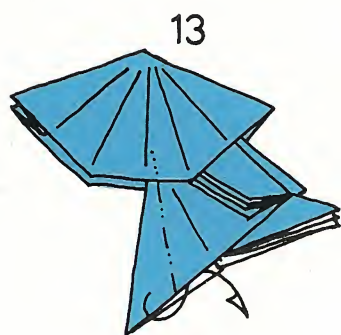
7

... così

adesso, con pazienza, ripassare le pieghe a valle e a monte, così come sono segnate nel diagramma, e richiudere la figura



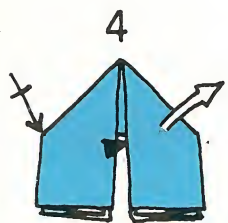
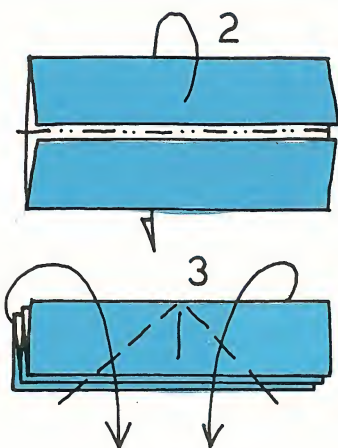
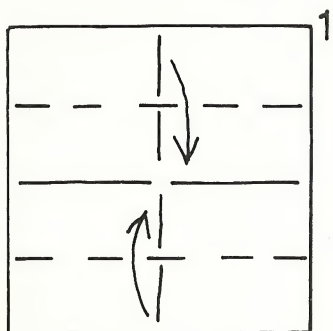
riportare avanti solo il primo lembo



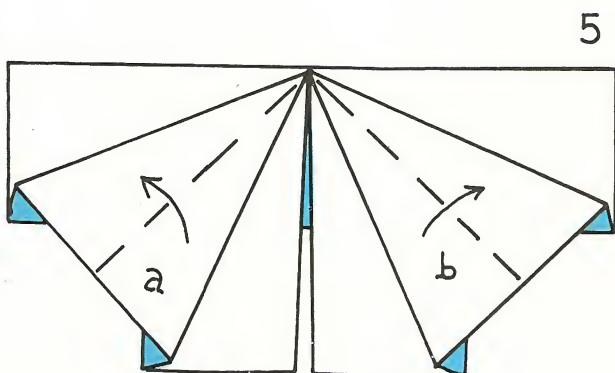
Ho creato e perfezionato questo modello durante il
IX convegno del Centro Diffusione Origami tenutosi
a Città di Castello nei giorni 1 - 2 - 3 novembre 1991

LA FARFALLA

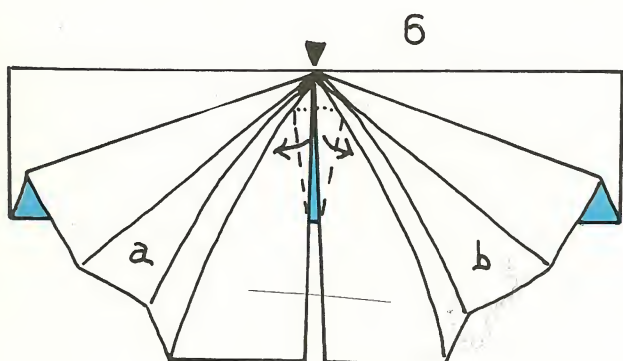
• •



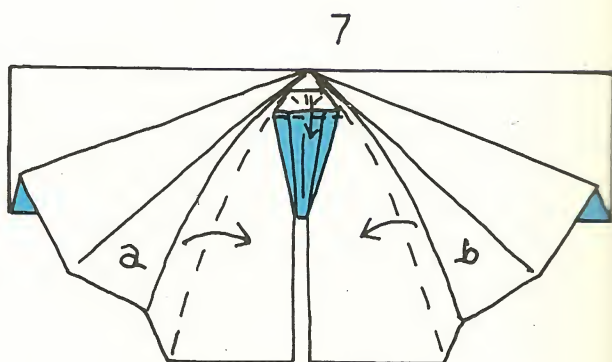
sollevare verso destra il primo lembo di carta e schiacciare la costola interna. Poi ripetere per l'altro lato



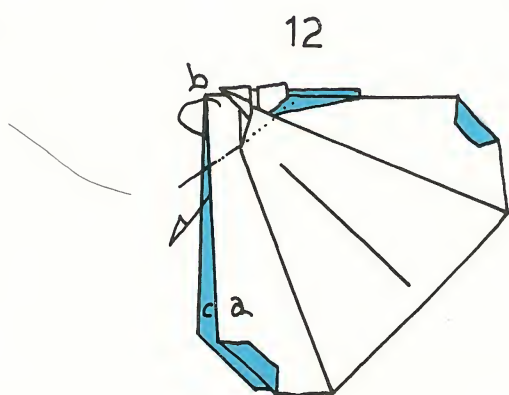
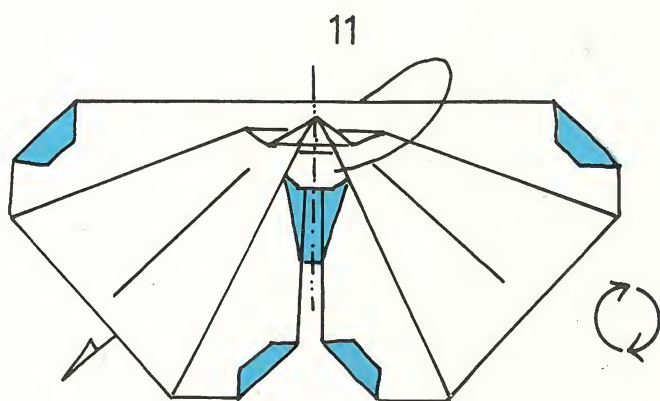
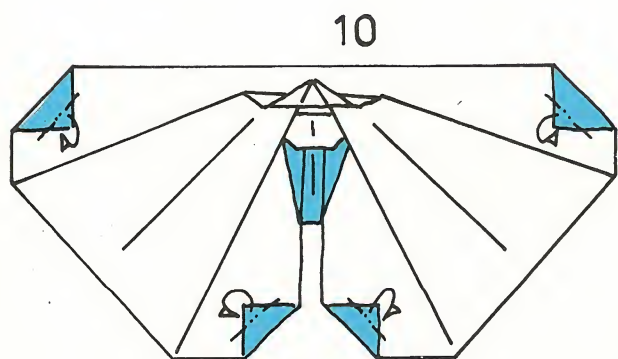
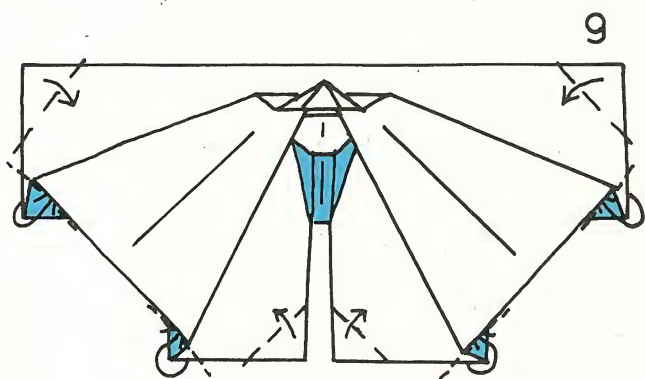
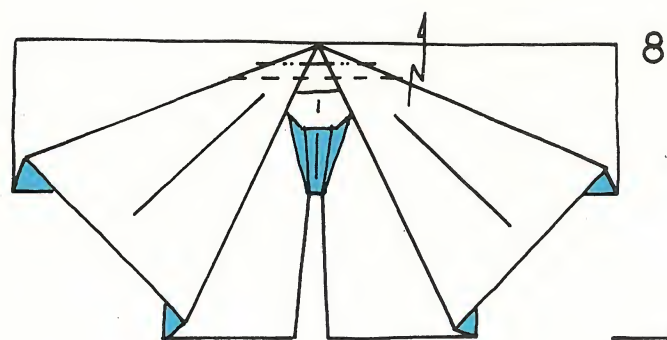
alzare parzialmente (a) e (b) per liberare la punta interna

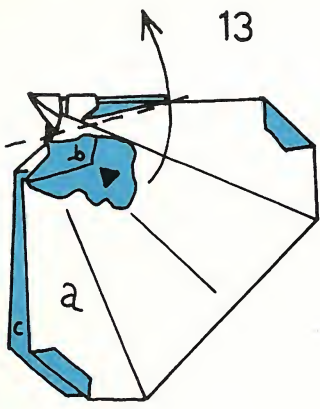


piegare e schiacciare la punta interna

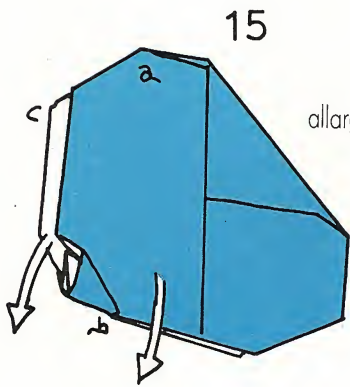
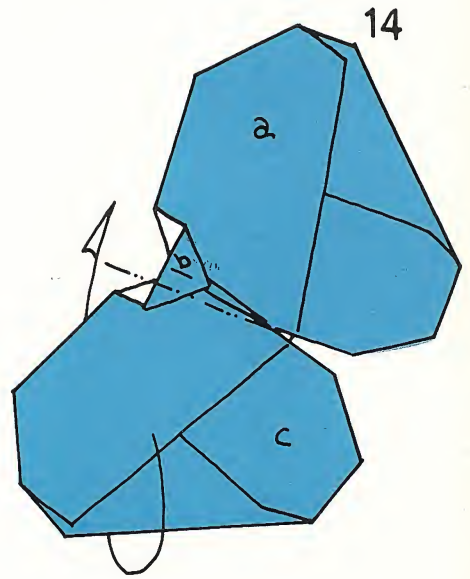


piegare in giù la punta poi richiudere (a) e (b) come al passaggio 5

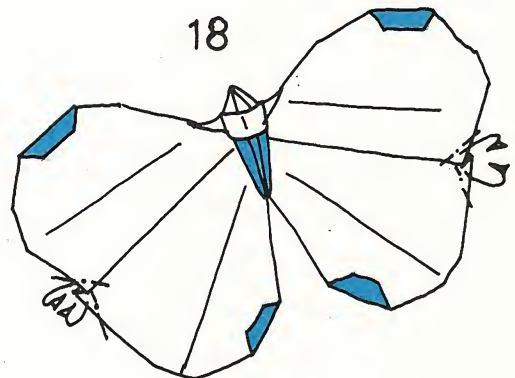
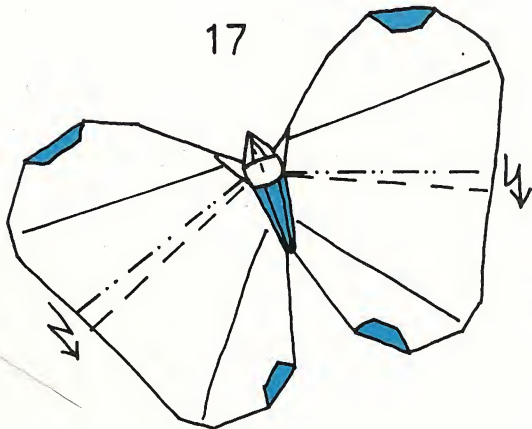
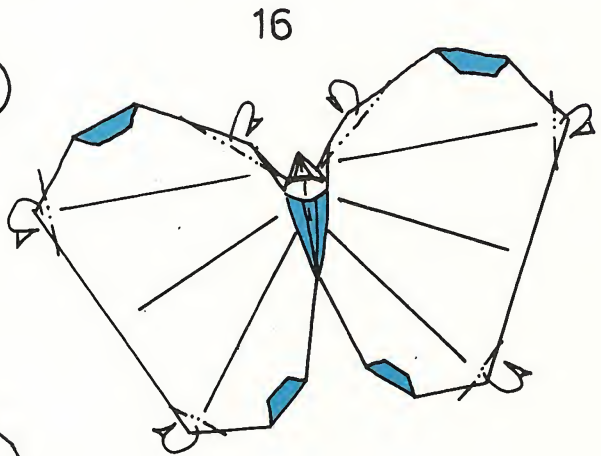


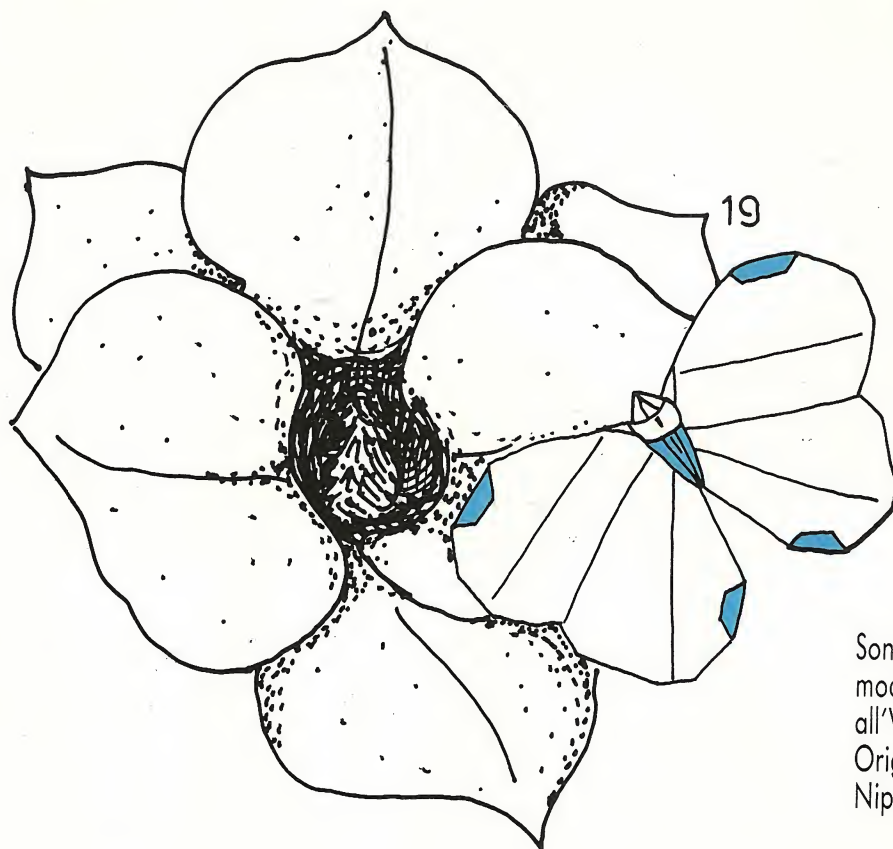


alzare l'ala (a) e contemporaneamente
schiacciare la punta interna (b)

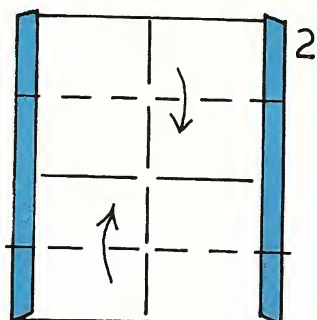
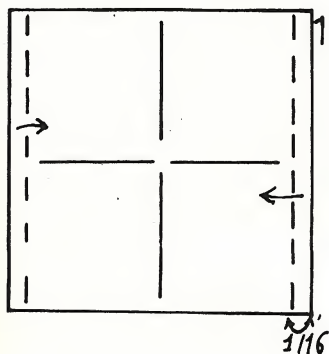


allargare un po' le ali



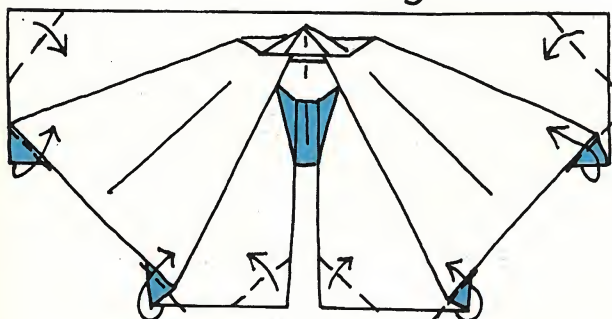


Sono molto orgoglioso di questo modello poiché è stato premiato all'VIII Concorso Mondiale di Origami a Tokyo, organizzato dalla Nippon Origami Association



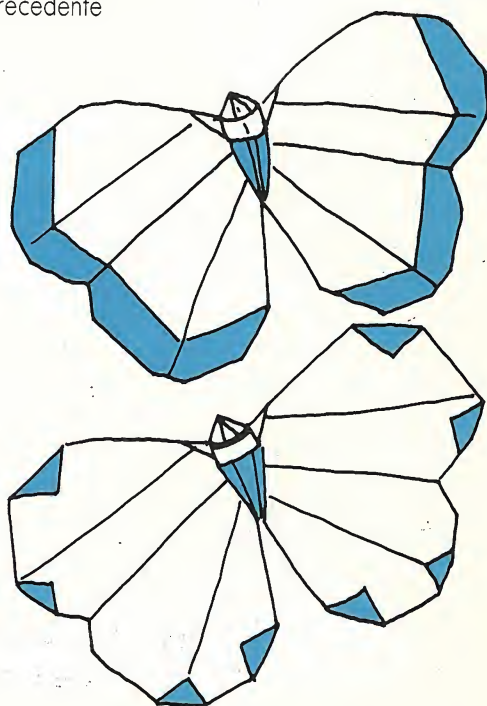
3

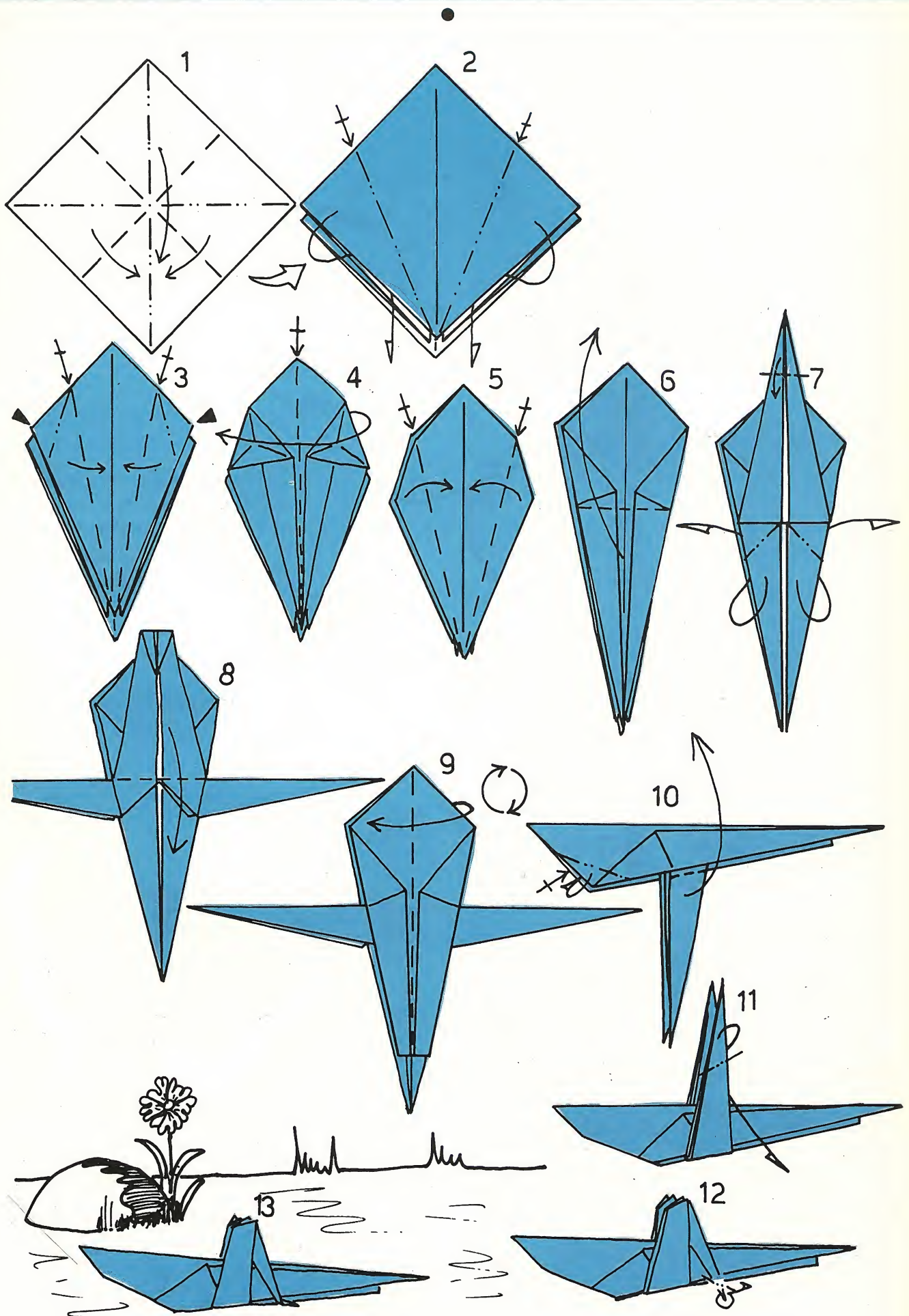
procedere poi come per il modello precedente

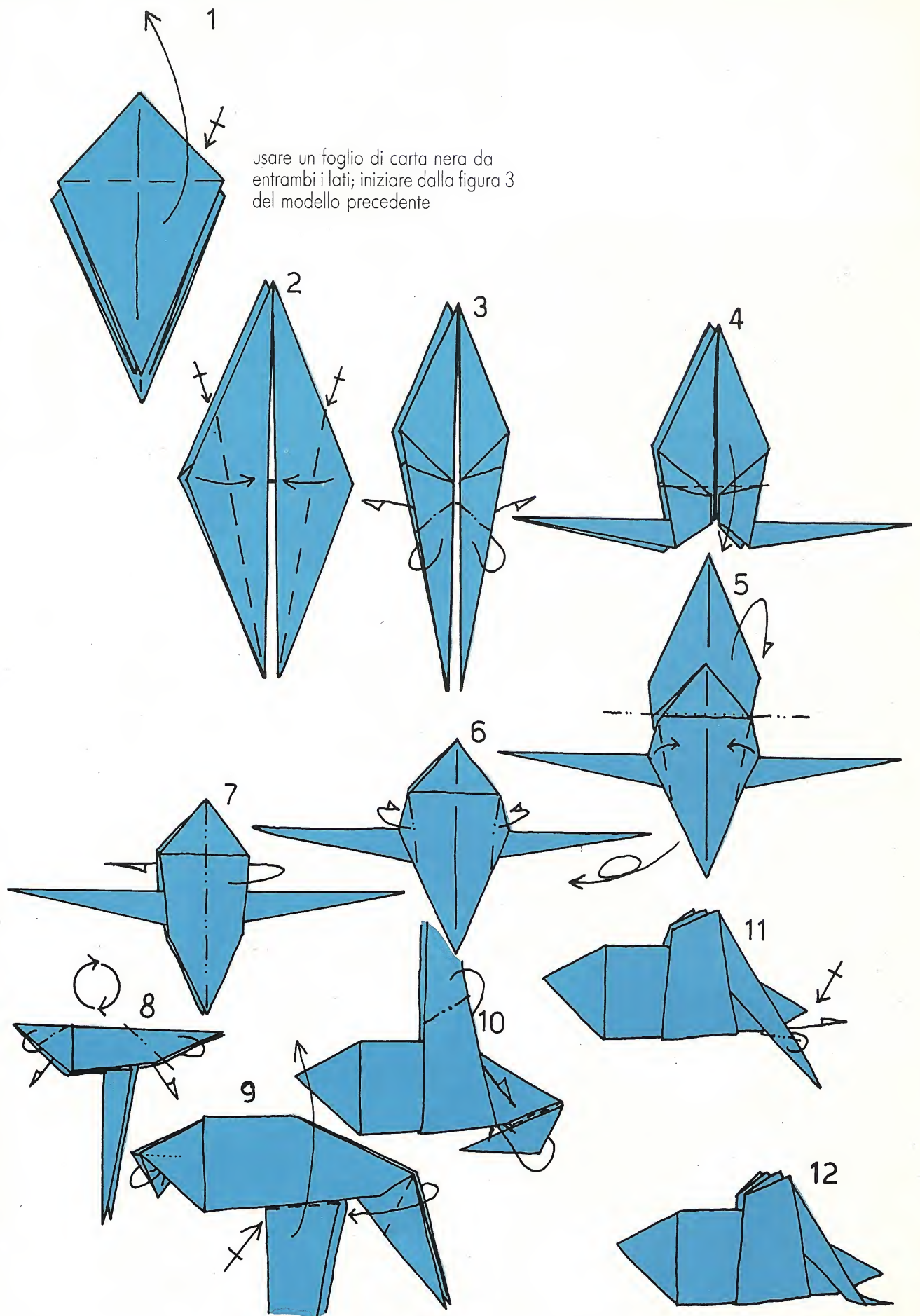


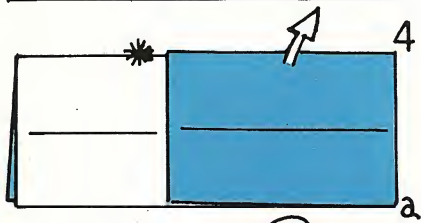
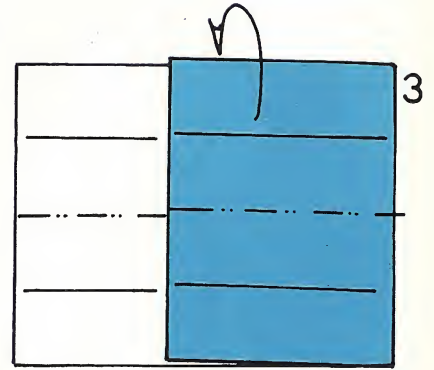
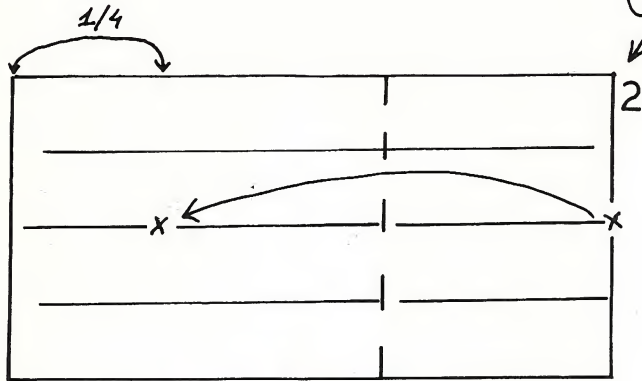
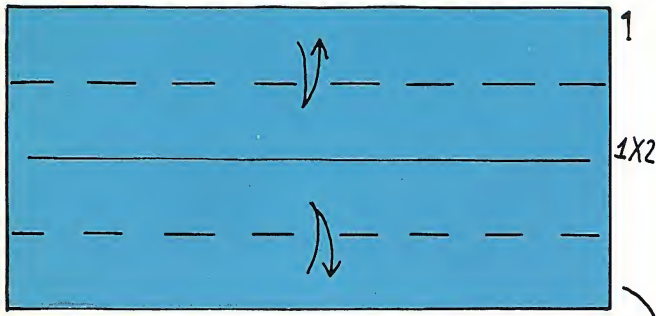
oppure partire dal passaggio 9 e piegare come segnato; poi procedere come per il modello precedente

VARIANTI

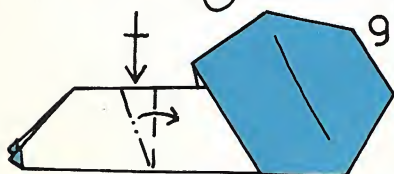
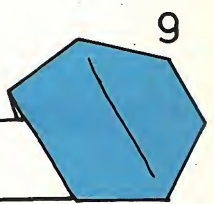
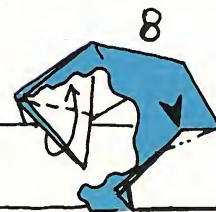
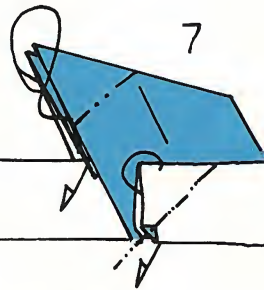
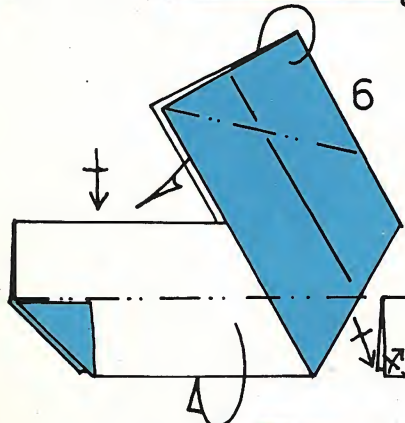
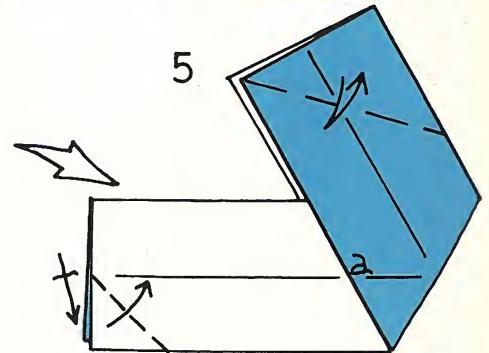




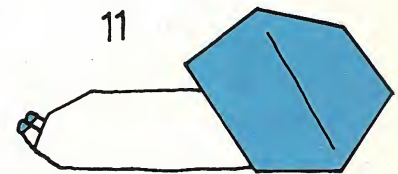
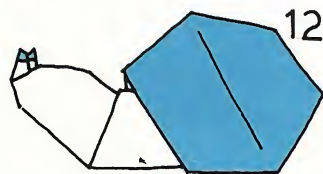
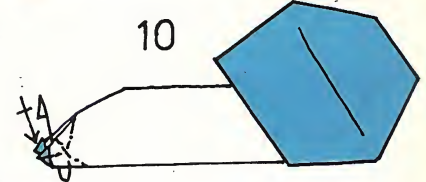




tenendo il punto segnato con (*)
alzare il lembo colorato fino
a che il punto (a) raggiunga
la linea mediana

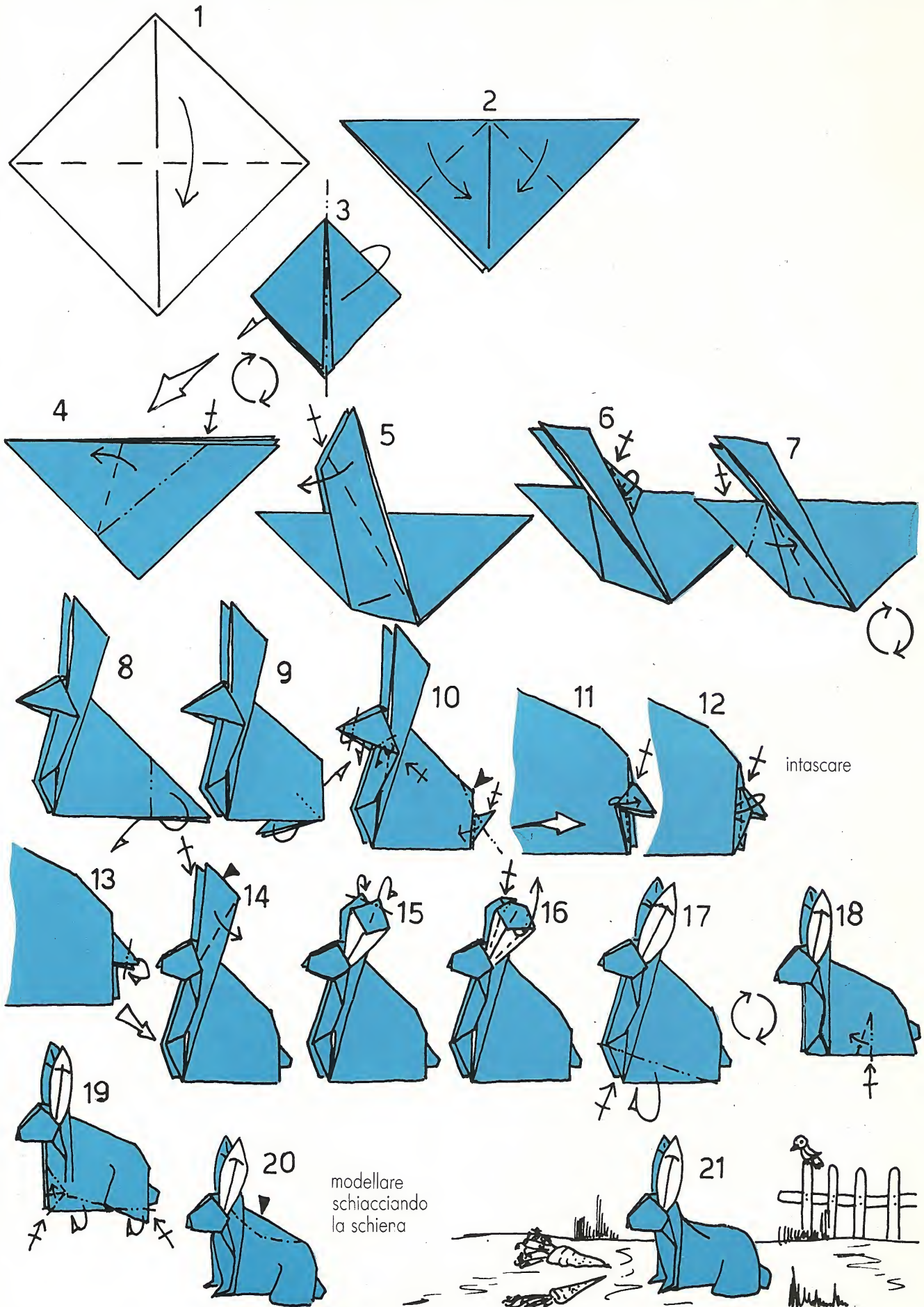


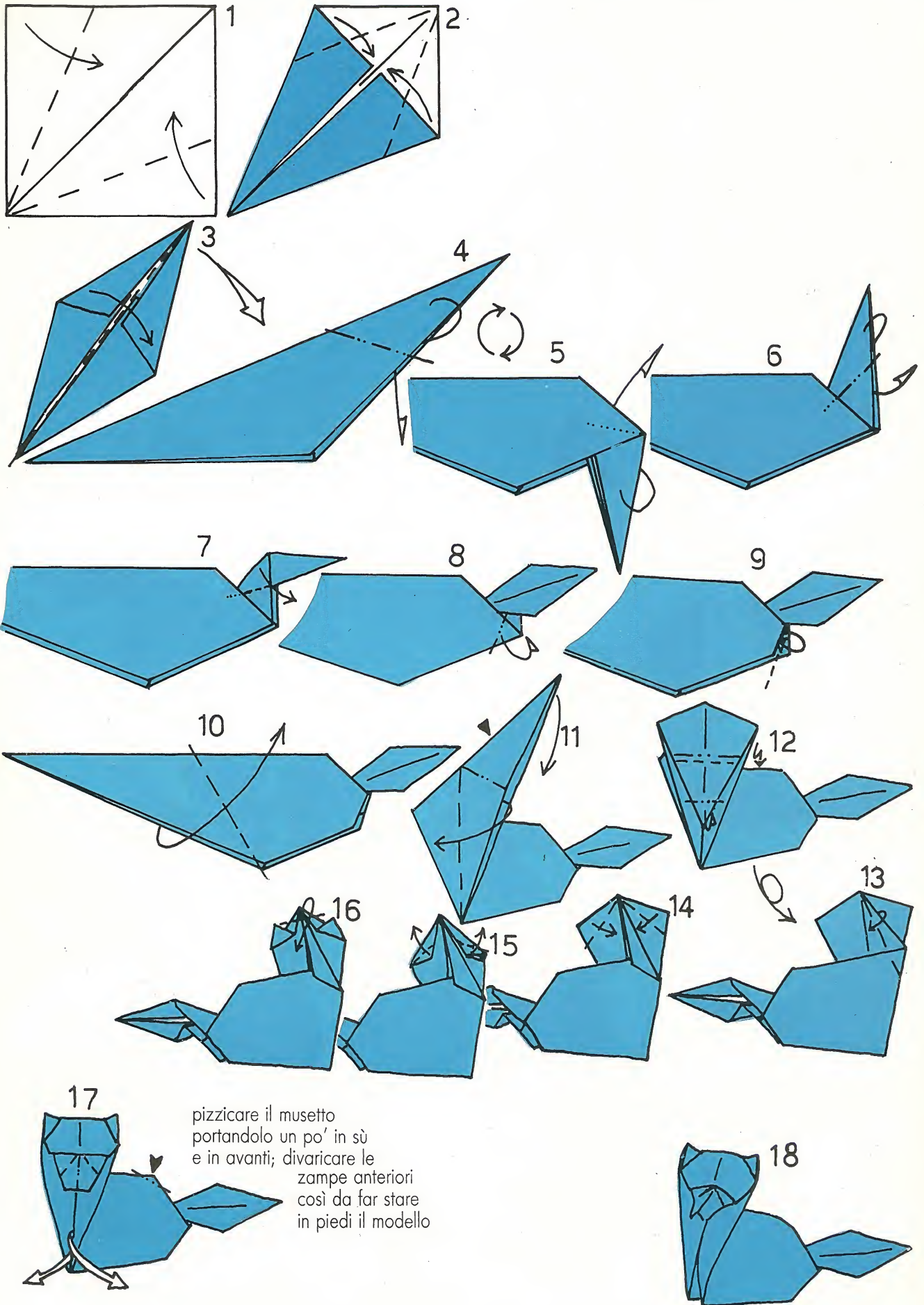
VARIANTE

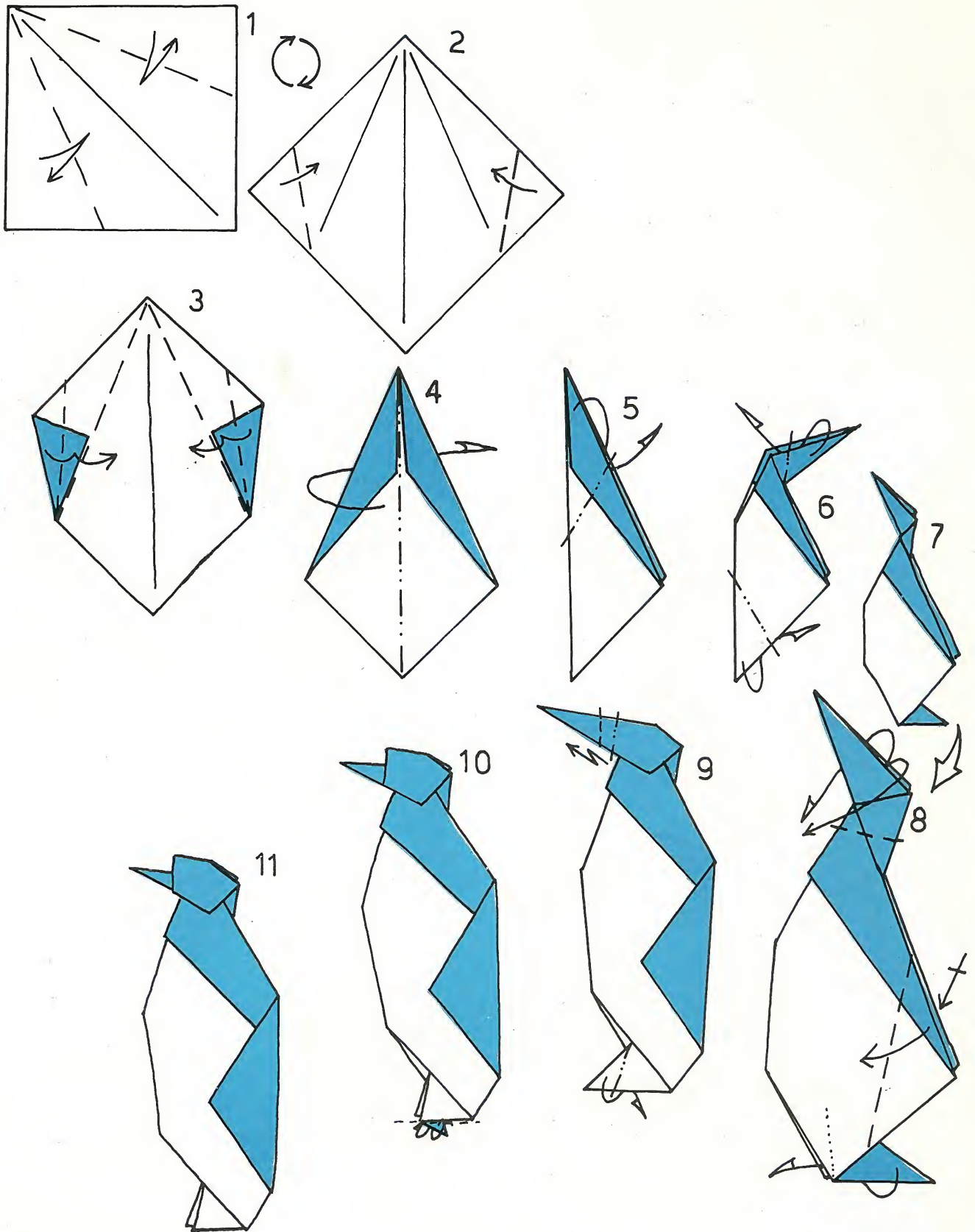


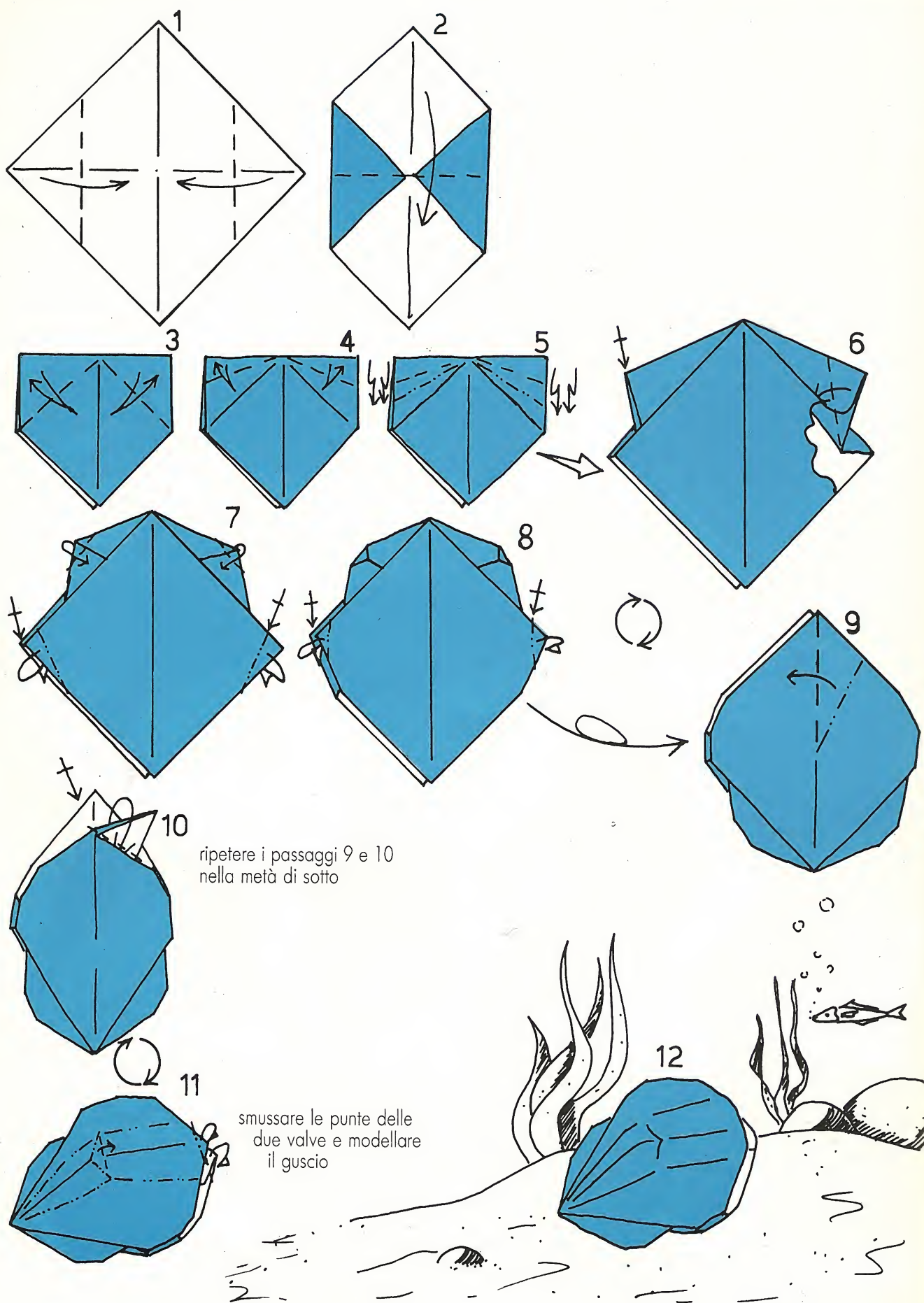
IL CONIGLIO

••



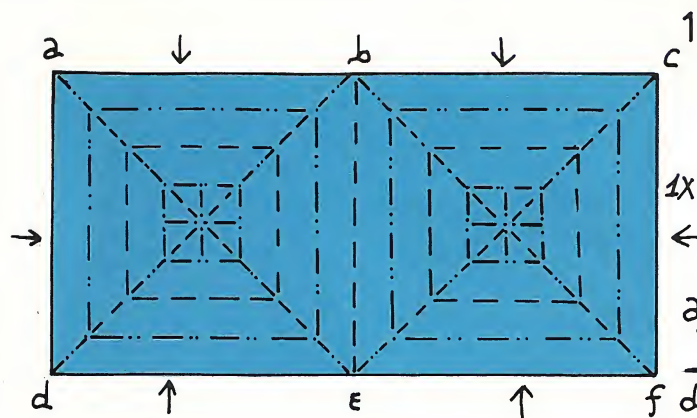






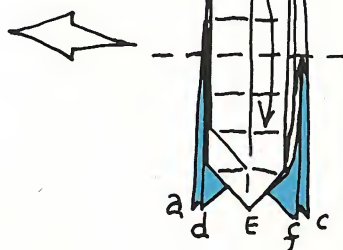
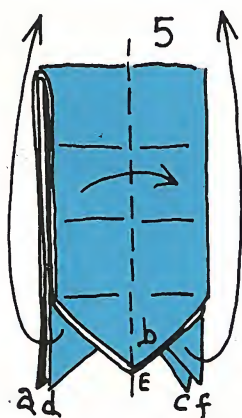
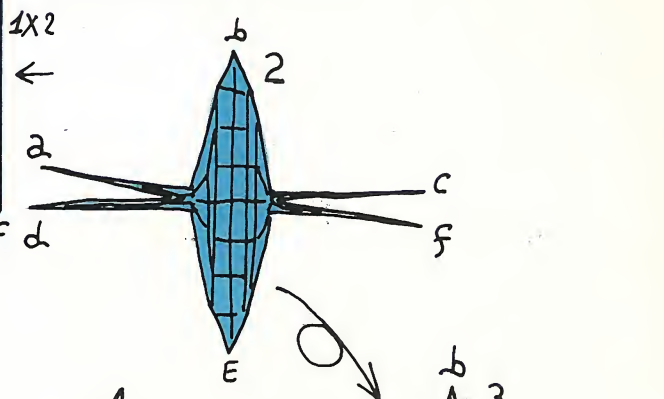
LA STELLA DI MARE

••



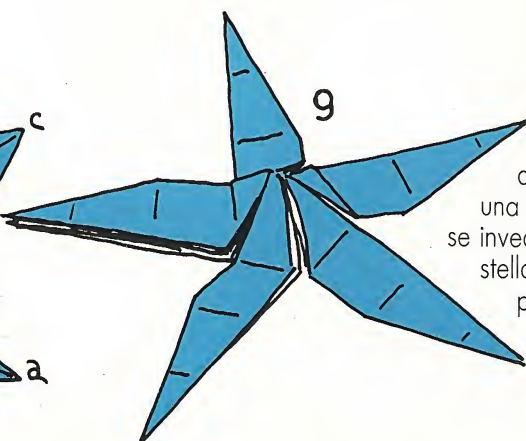
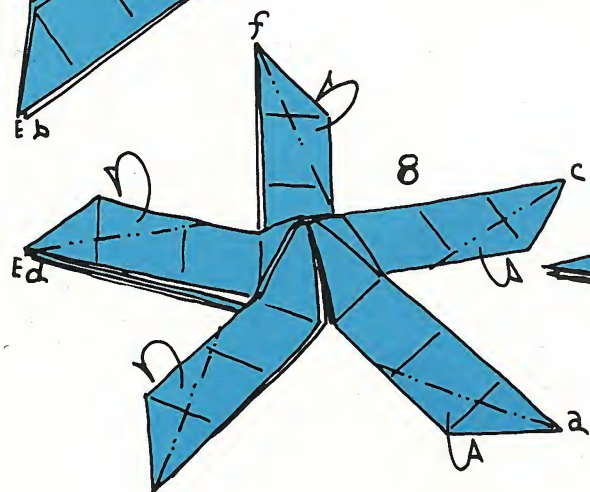
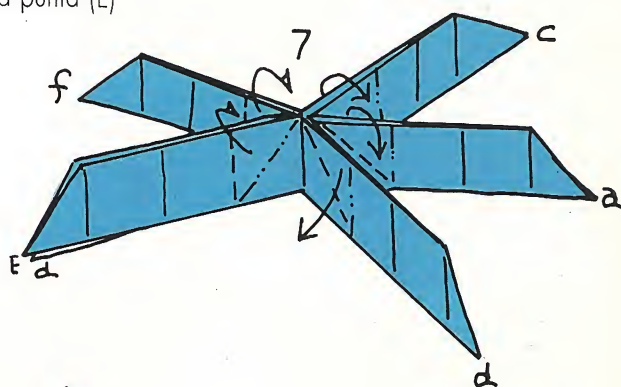
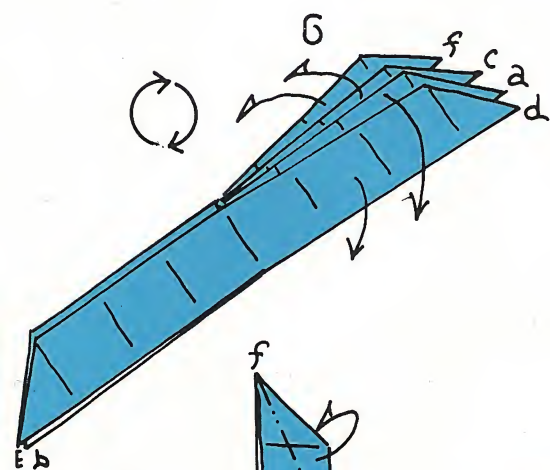
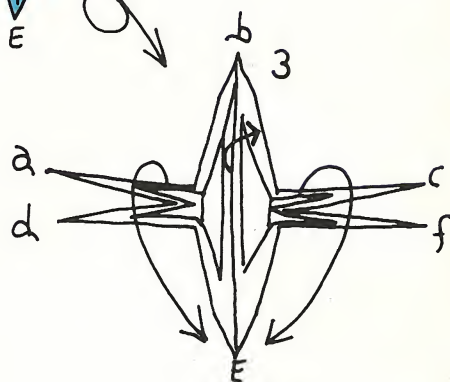
eseguire le pieghe come segnato nel diagramma e spingere poi tutto al centro

1x2

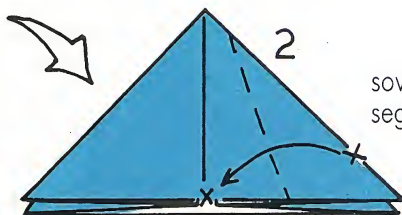
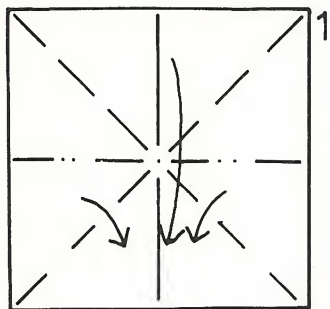


rivoltare la punta (b) ed inserirla nella punta (E)

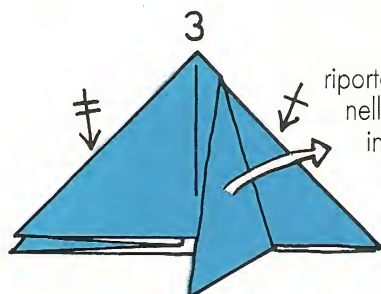
portare le punte (a), (d), (c) e (f) accanto alla punta (E) e spostare la costola centrale verso destra



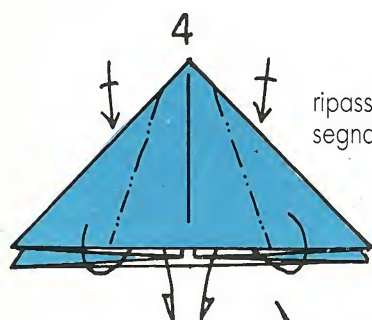
se provate con un quadrato, otterrete una stella a quattro punte; se invece volete ottenere una stella a sei punte, basta passare dal passaggio, 3 subito al 7



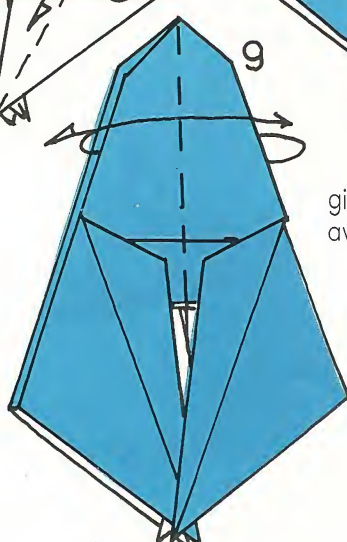
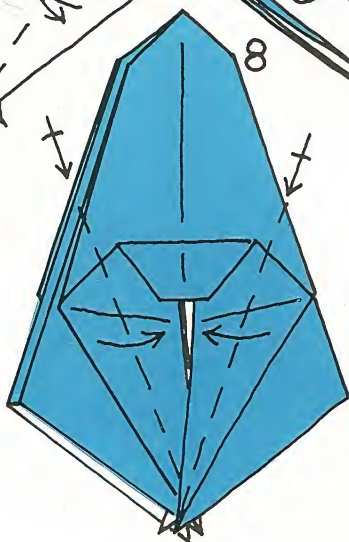
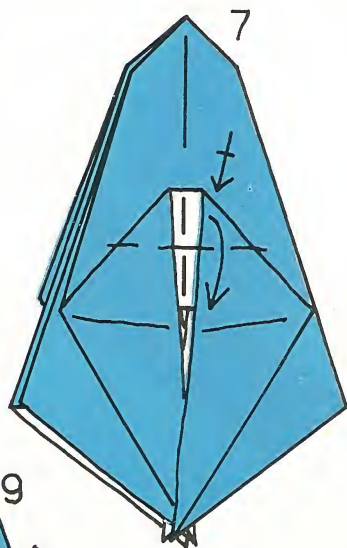
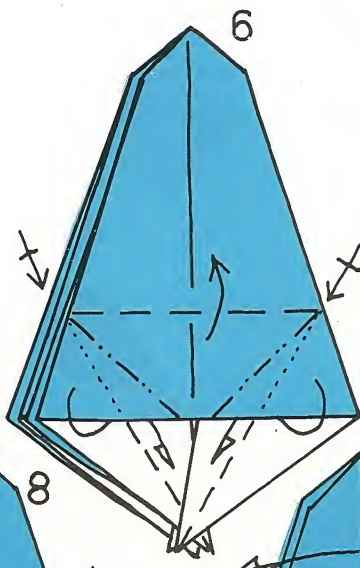
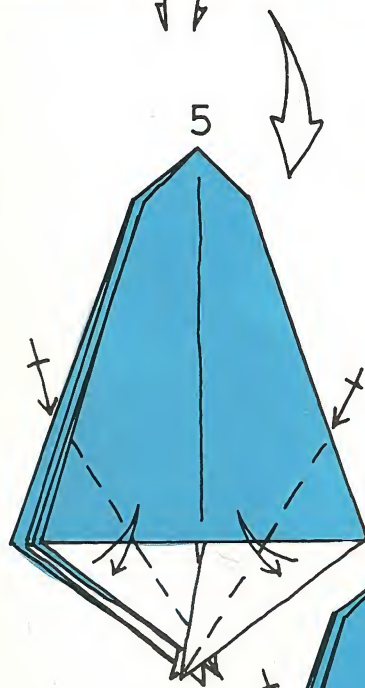
sovrapporre i due punti segnati con (x)



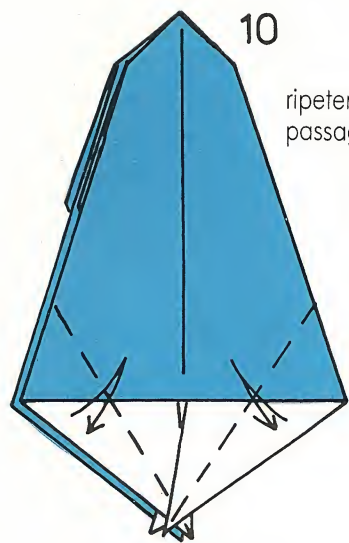
riportare la piega nella posizione iniziale e ripetere per le rimanenti tre punte



ripassare all'interno le pieghe segnate precedentemente

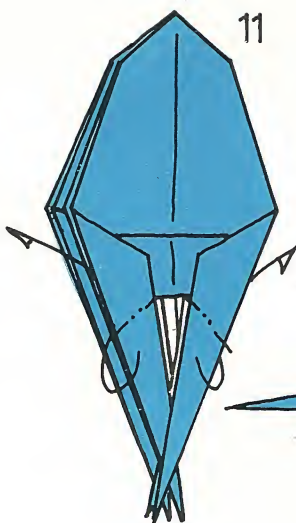


girare a libro due lembi avanti e due dietro

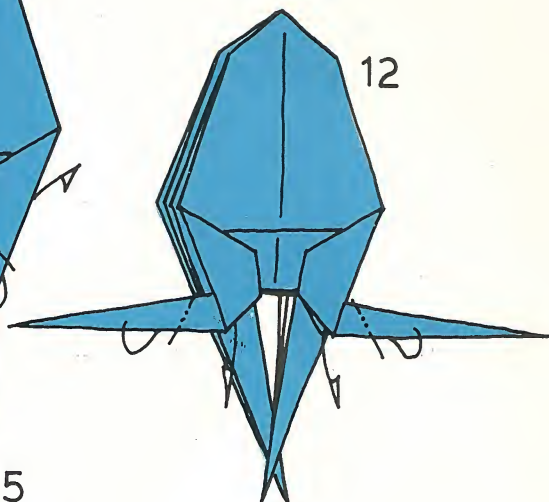


10

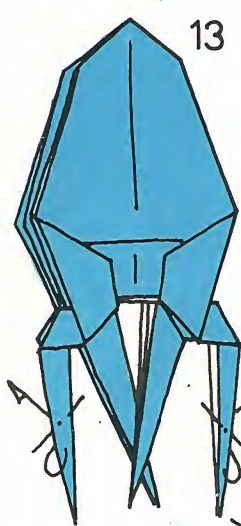
ripetere le pieghe dei
passaggi 5-6-7-8



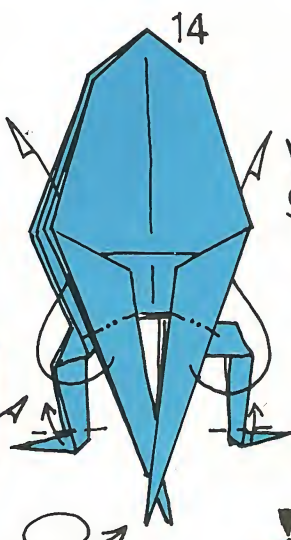
11



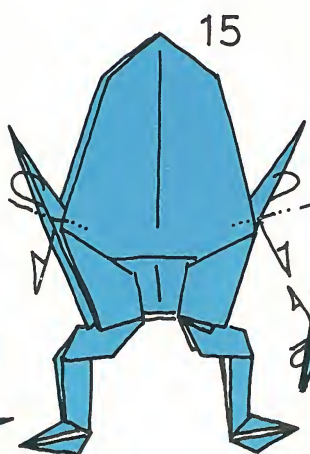
12



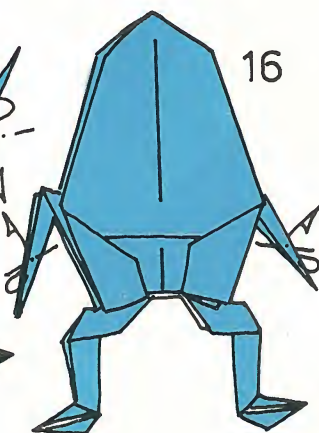
13



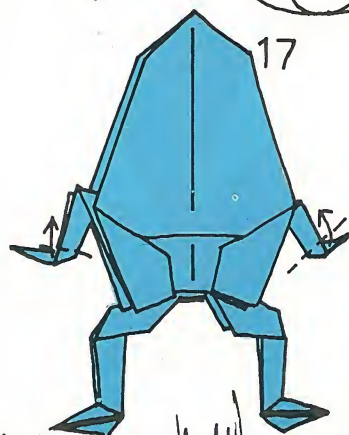
14



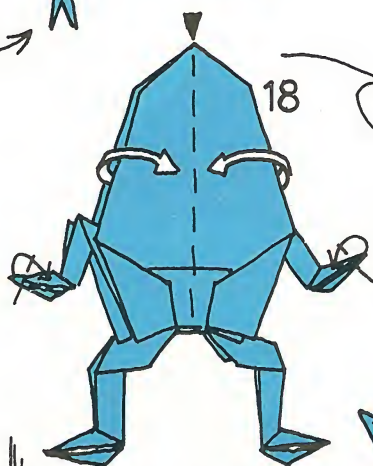
15



16



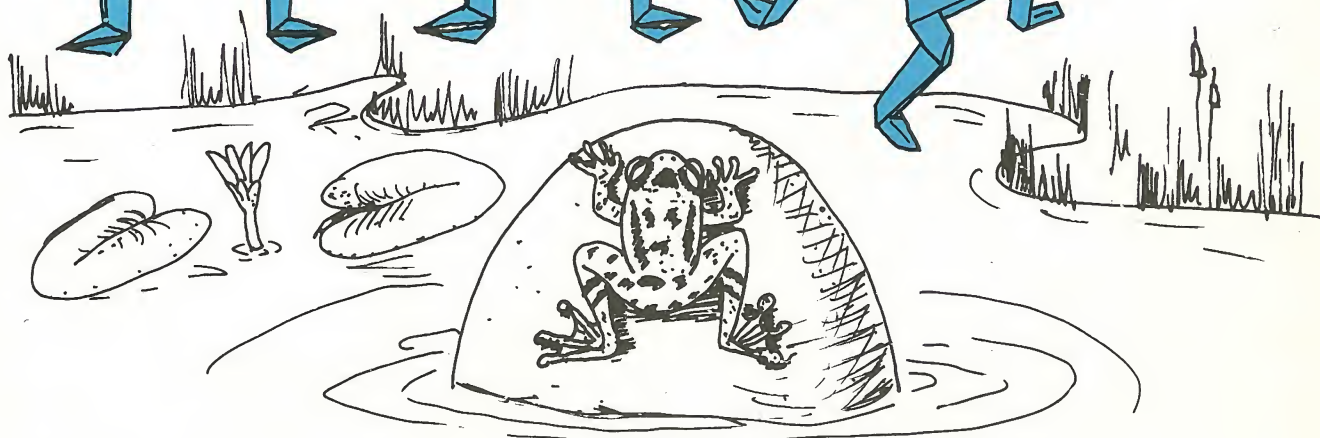
17

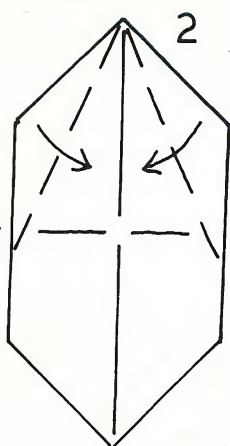
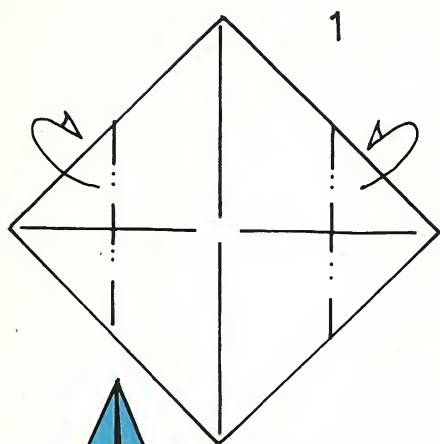


18

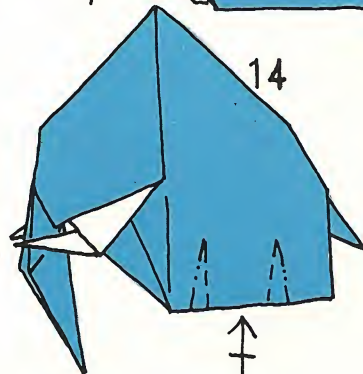
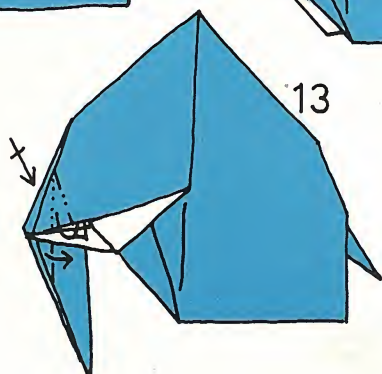
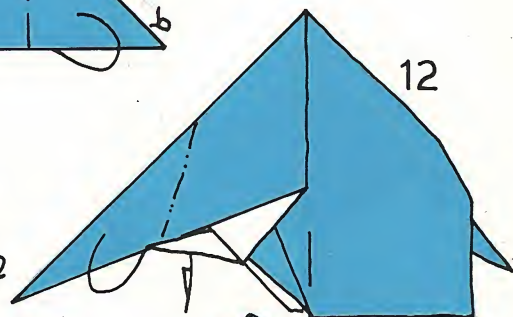
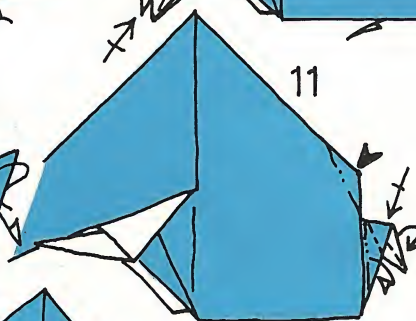
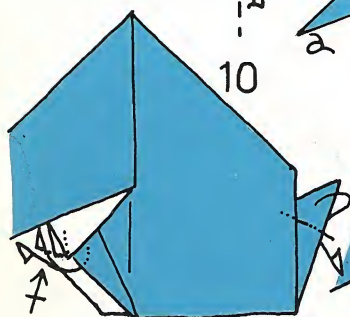
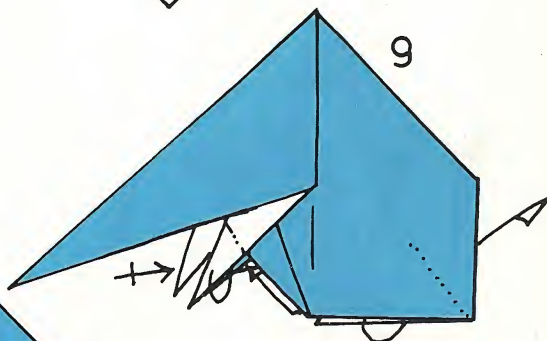
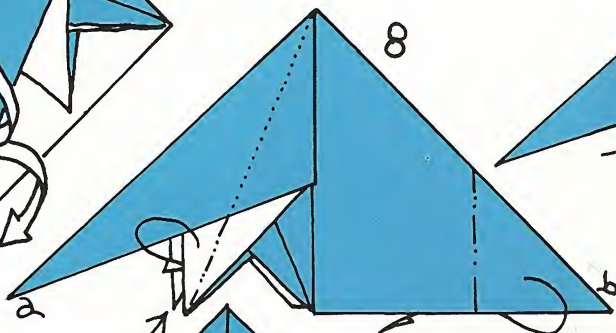
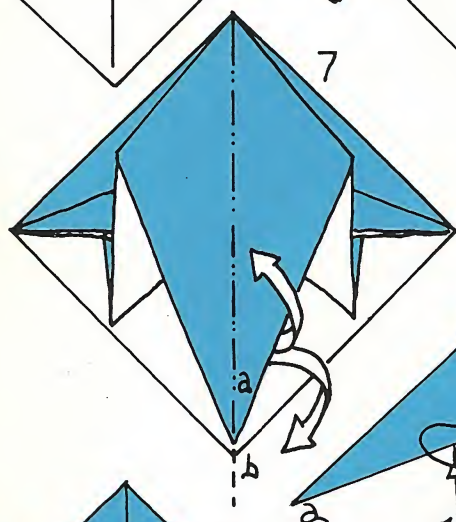
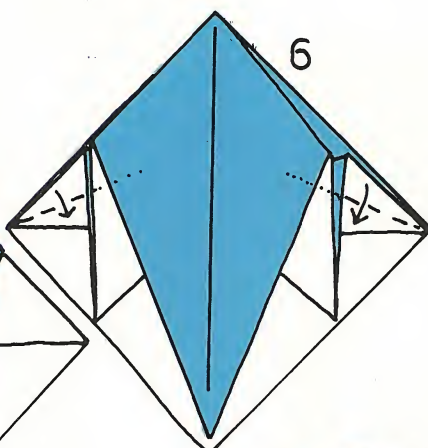
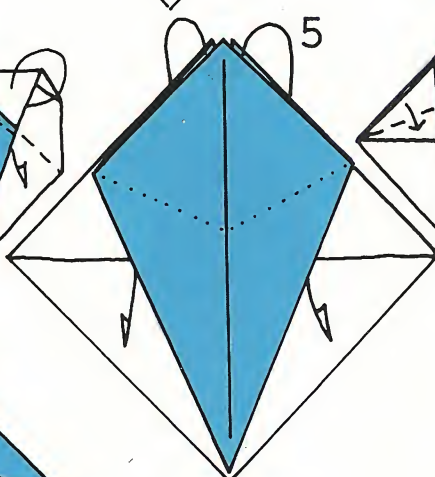
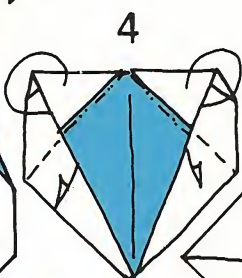
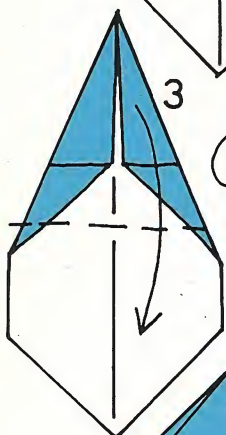


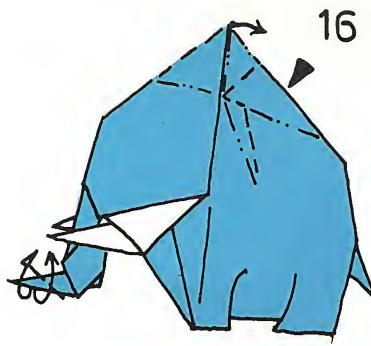
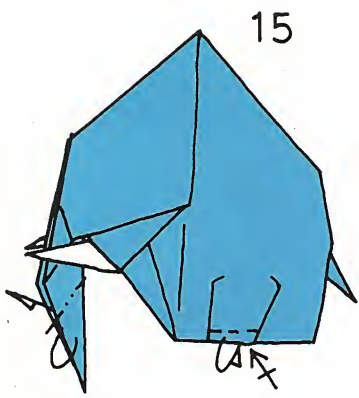
19



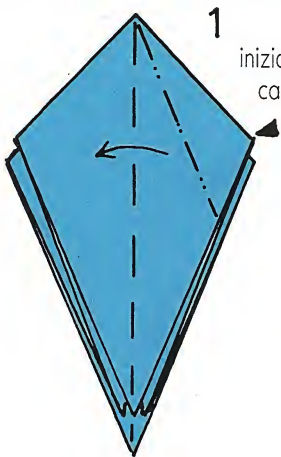
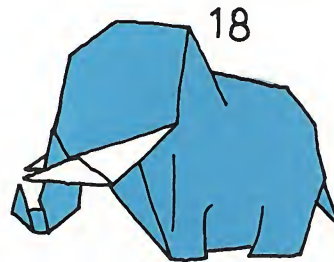
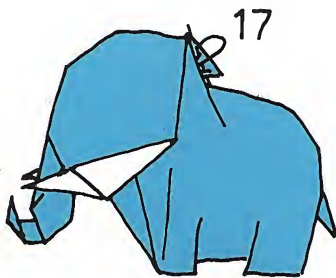


Attenzione, questo modello se non sarà ben posizionato, non starà in piedi e penderà dalla parte della testa. In tal caso, sarà bene allungare verso il basso la proboscide, in modo che faccia da ulteriore appoggio





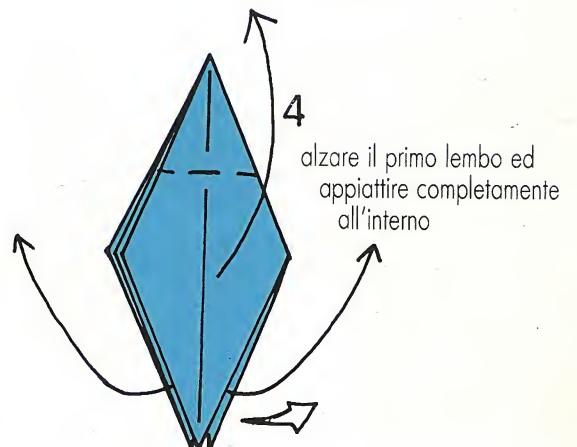
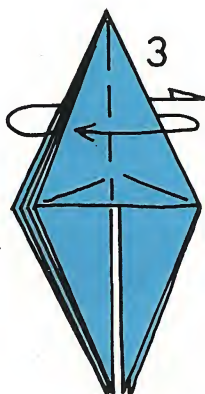
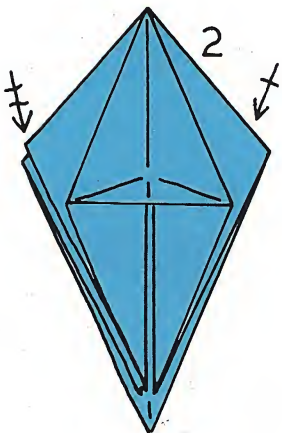
schiacciare sulla schiena



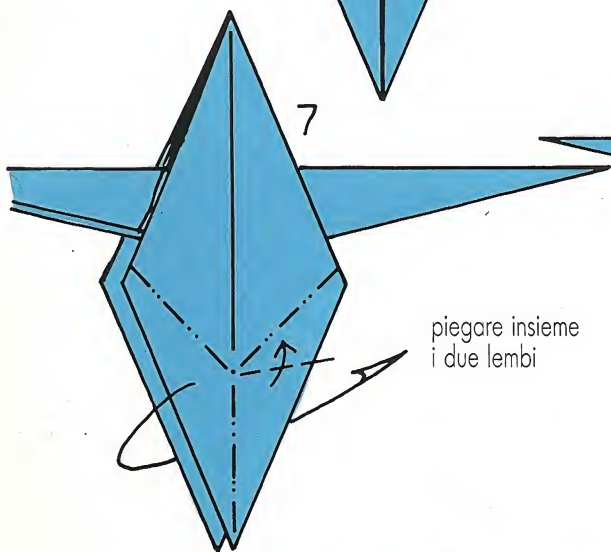
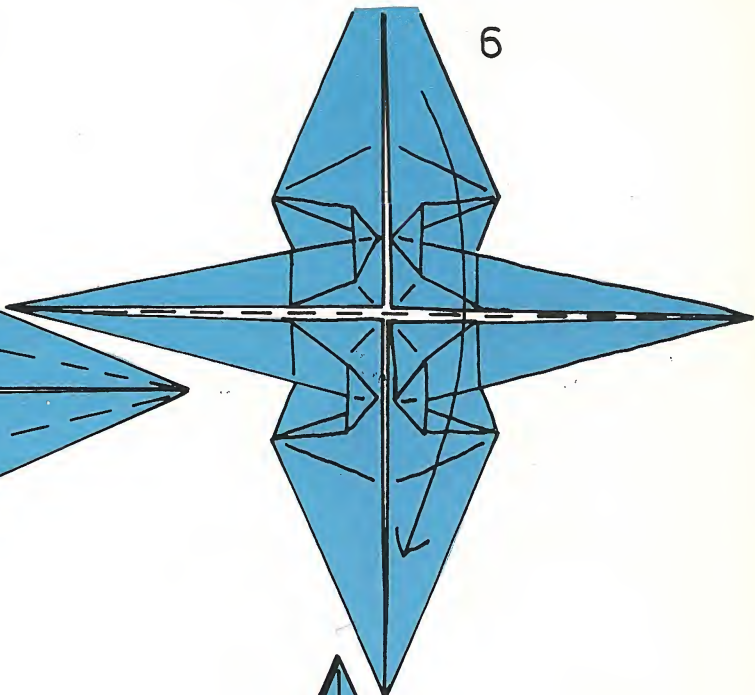
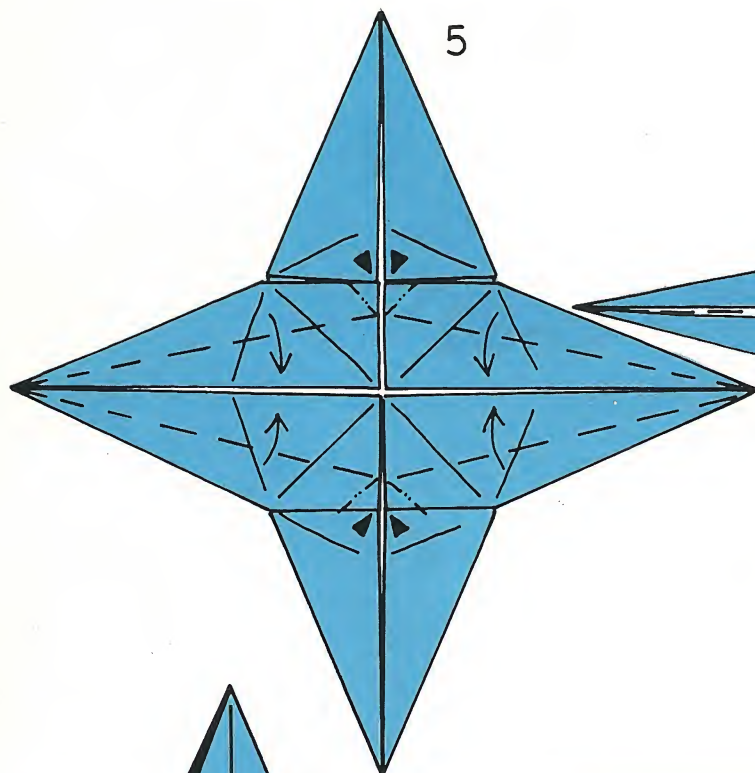
iniziare dalla fig. 3 della
cavalletta a pag. 75

LA SCIMMIA

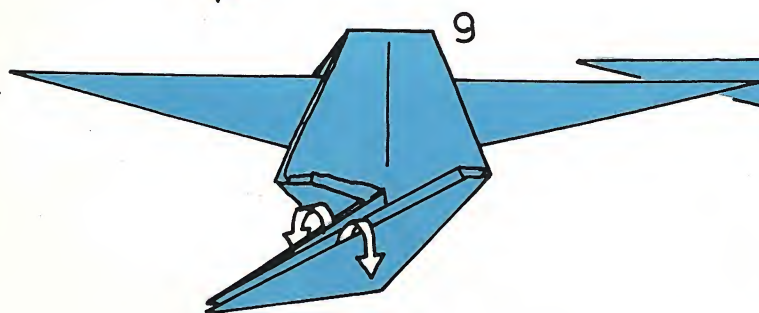
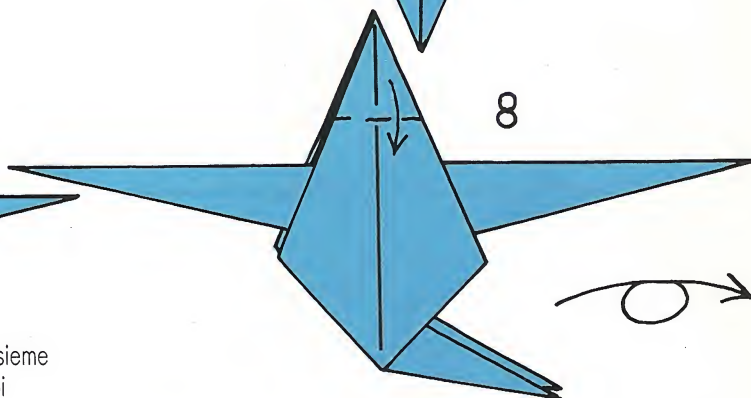
• •



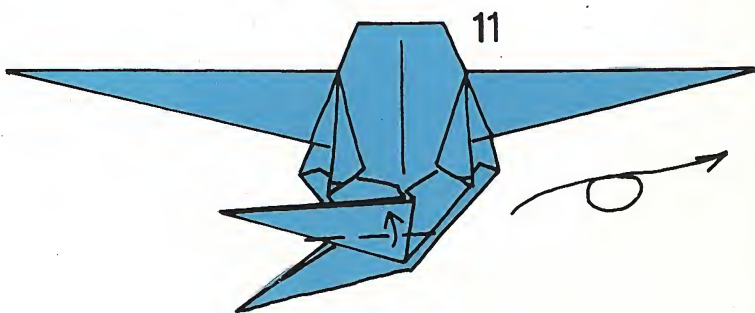
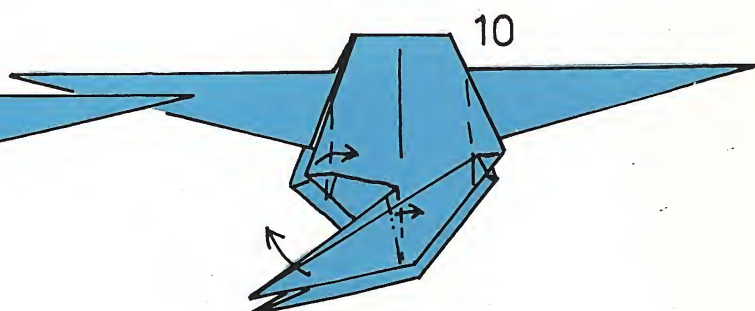
alzare il primo lembo ed
appiattire completamente
all'interno

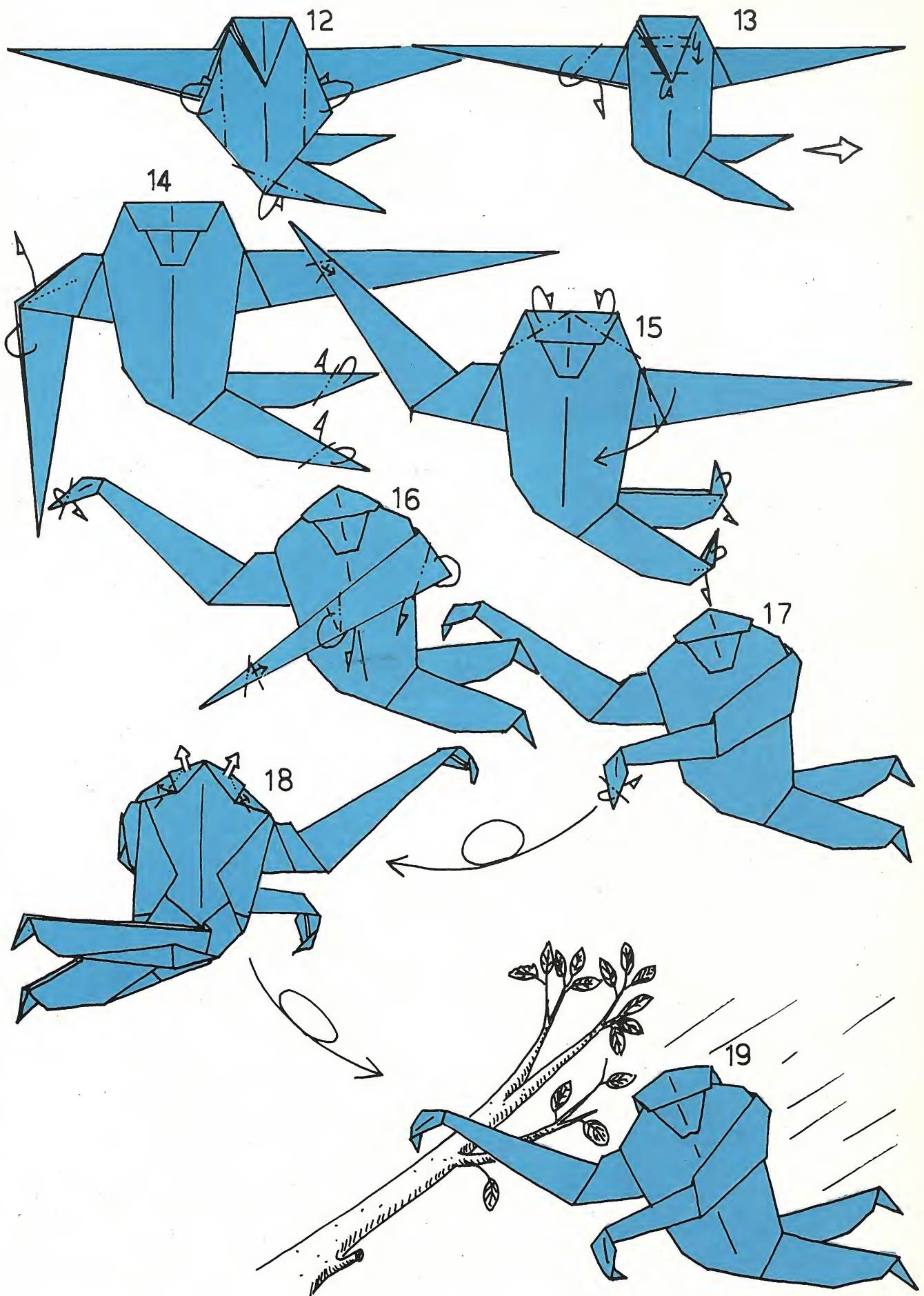


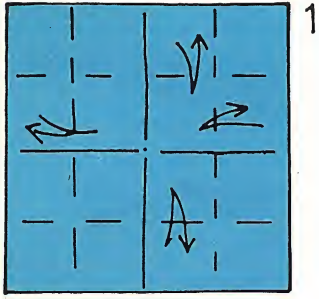
piegare insieme
i due lembi



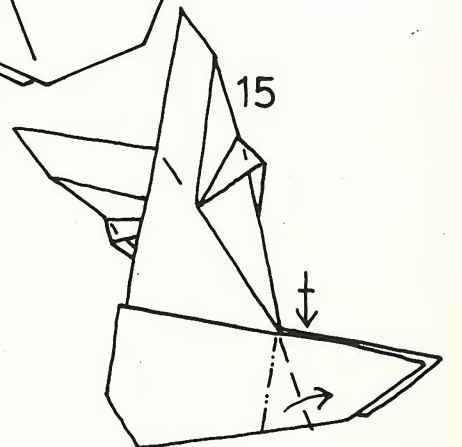
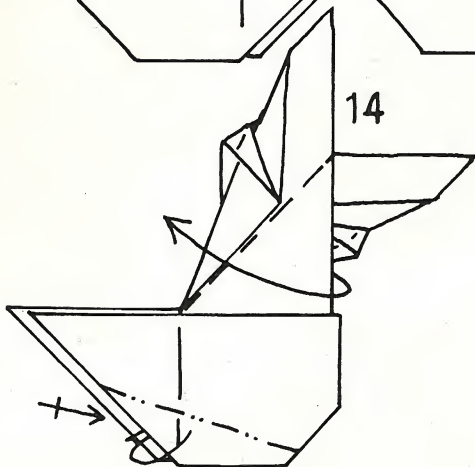
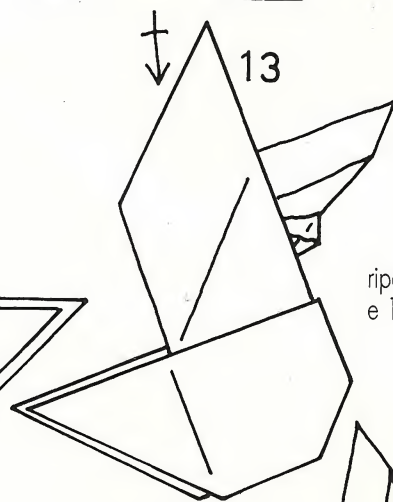
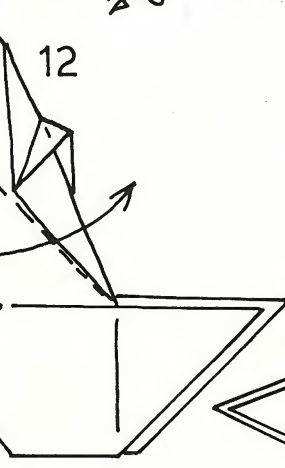
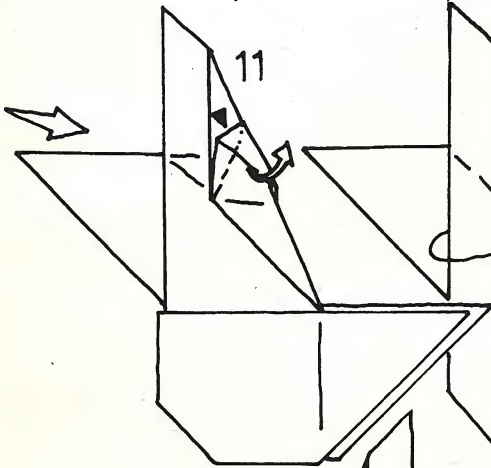
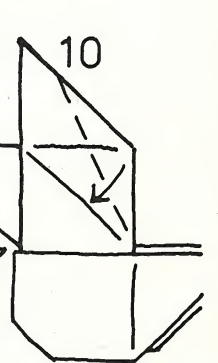
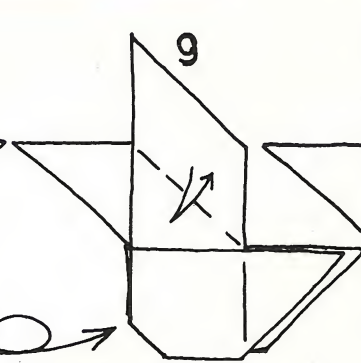
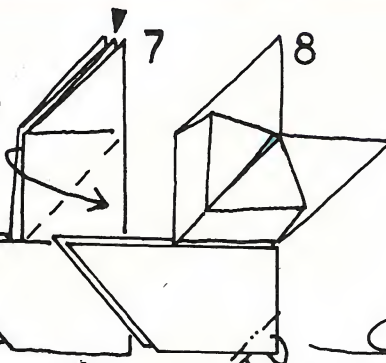
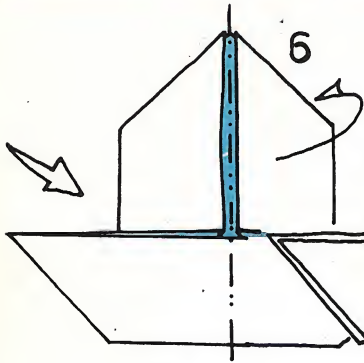
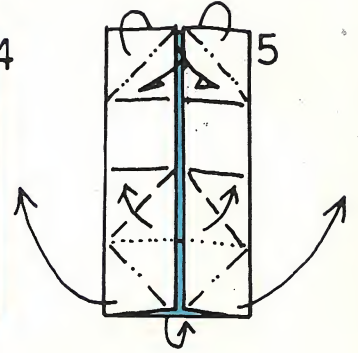
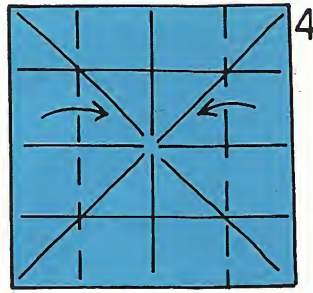
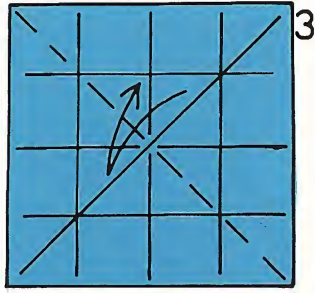
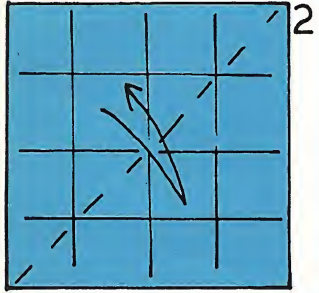
disincastrare la
punta interna



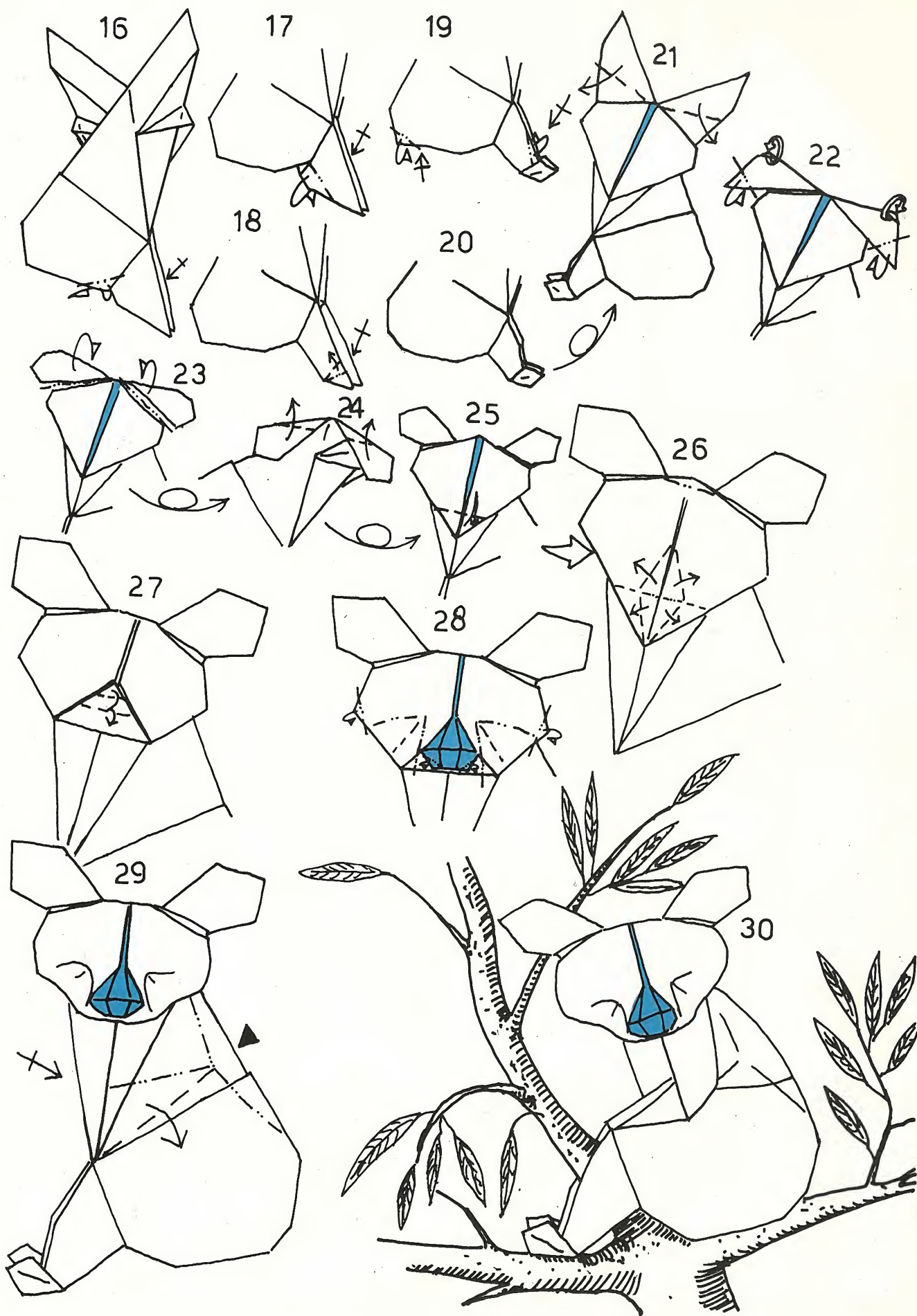




usare un foglio di carta grigio da un lato e nero dall'altro; nei diagrammi il lato colorato rappresenta il nero

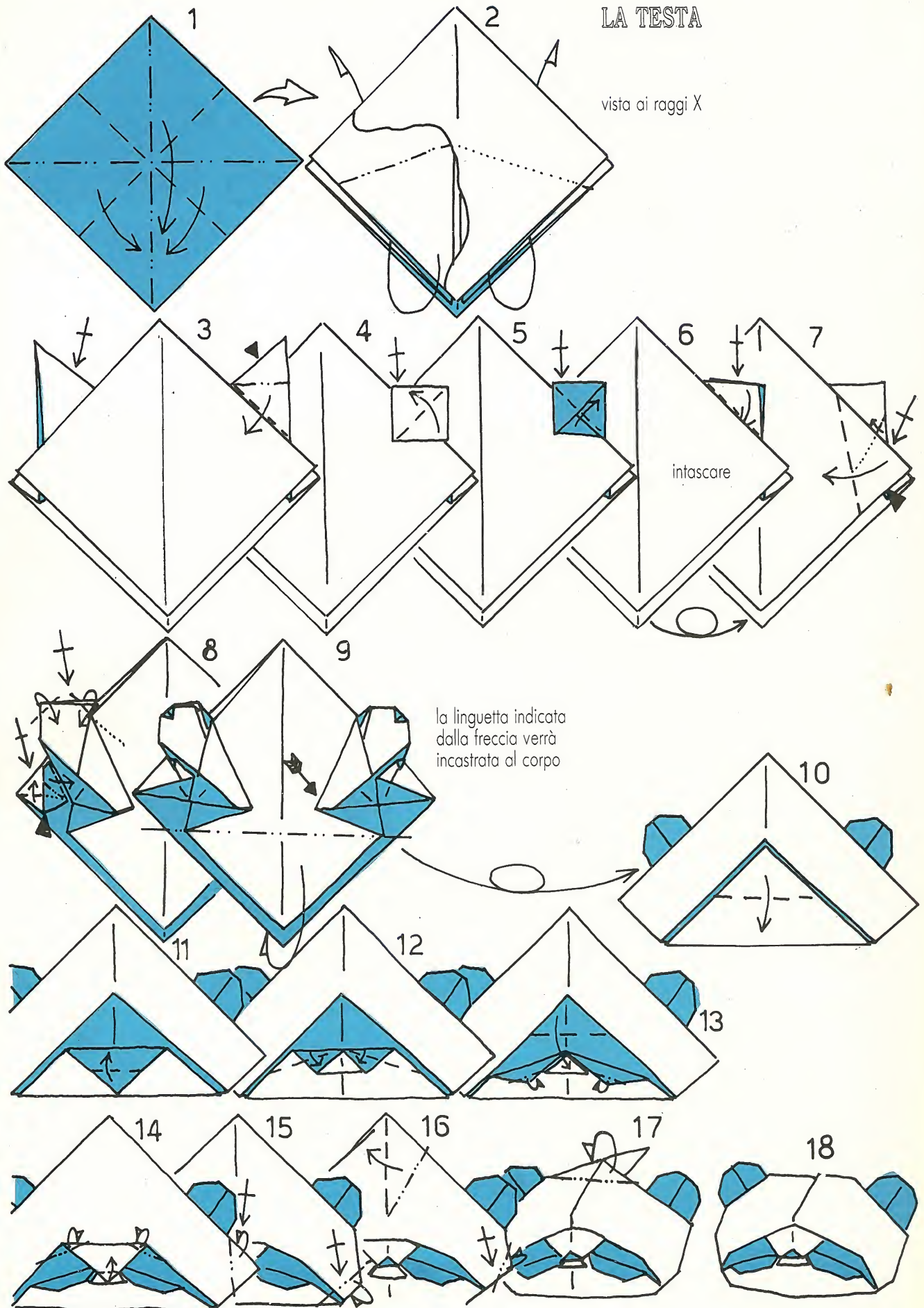


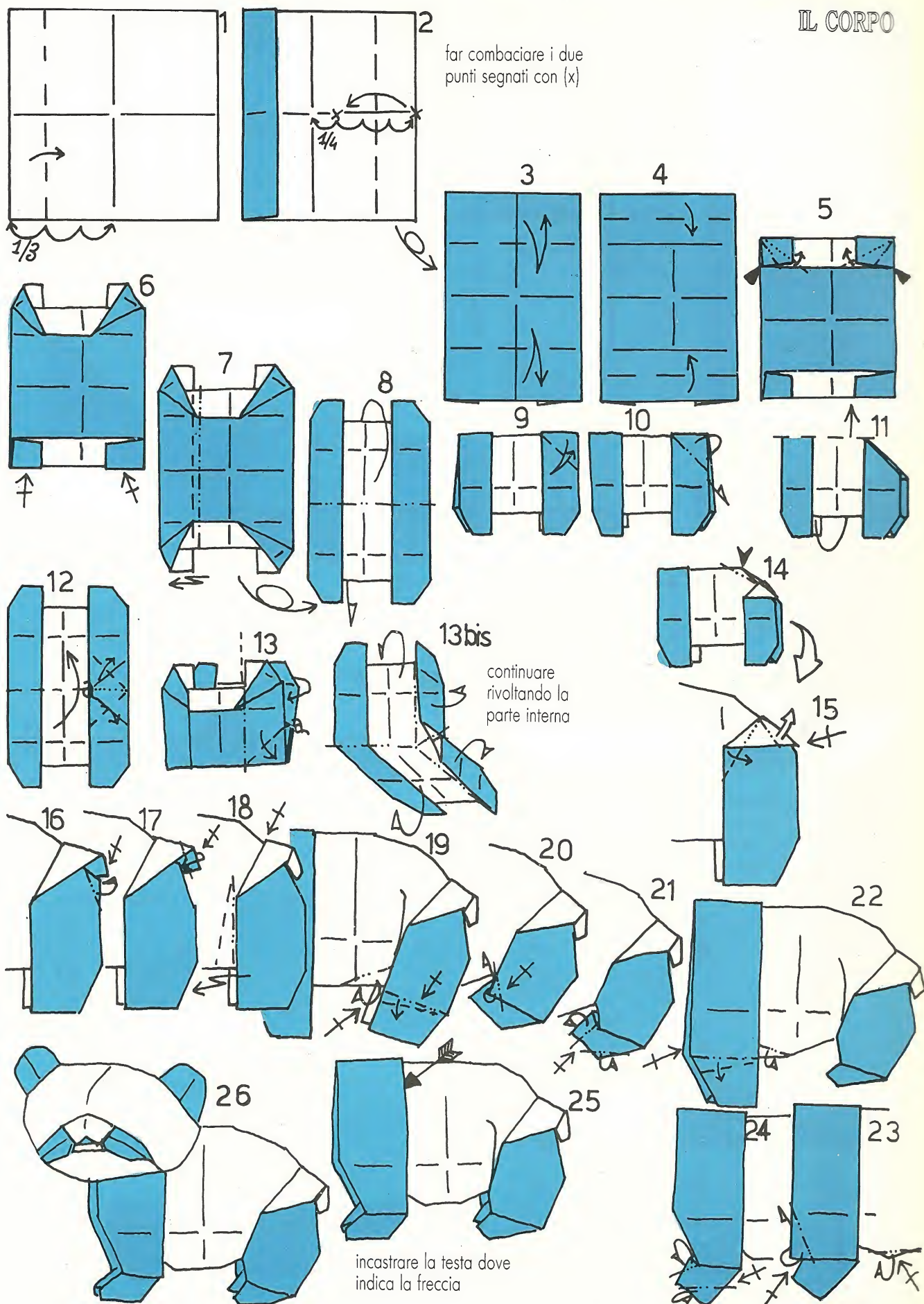
ripetere i passaggi 10 e 11 per l'altra punta

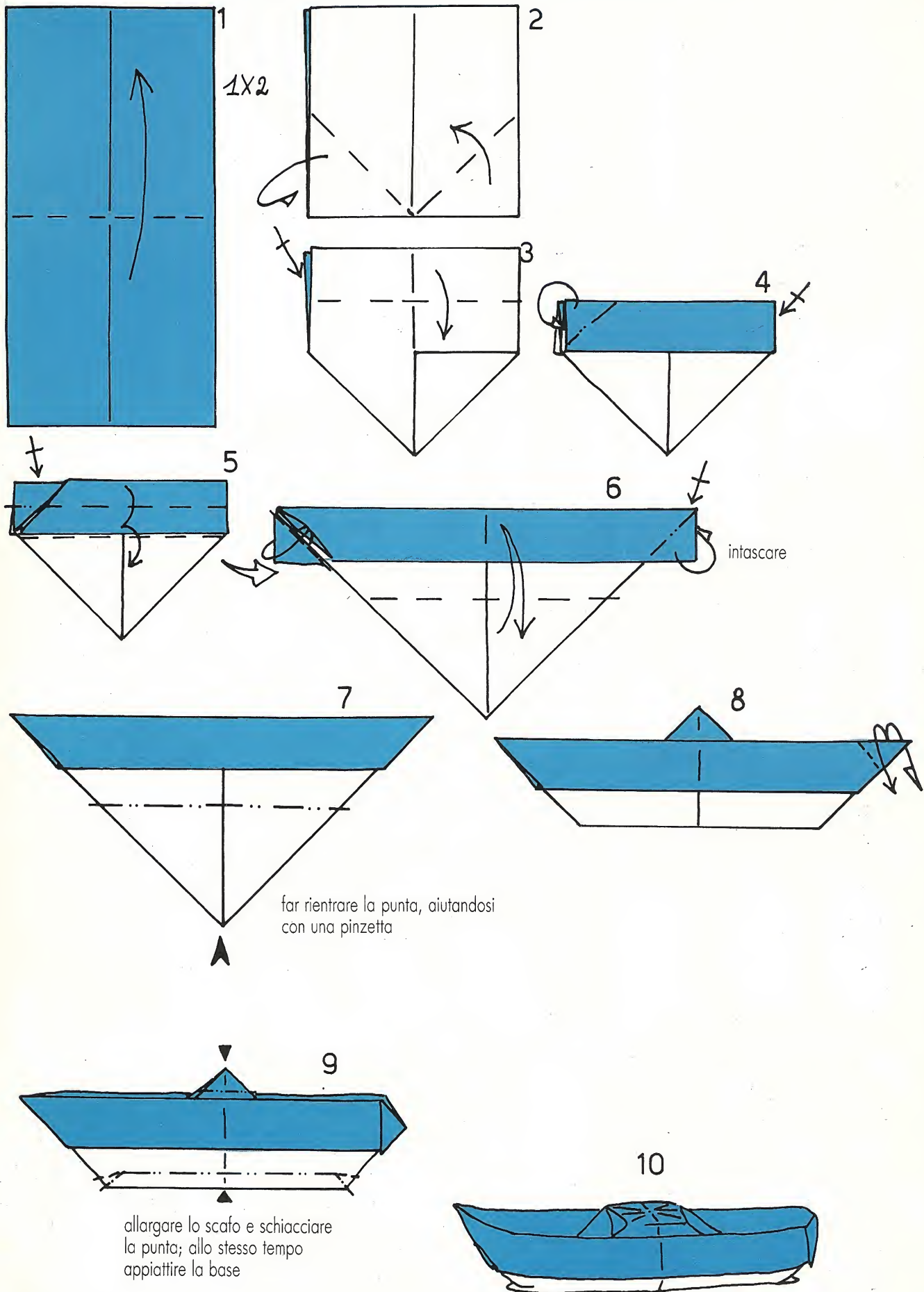


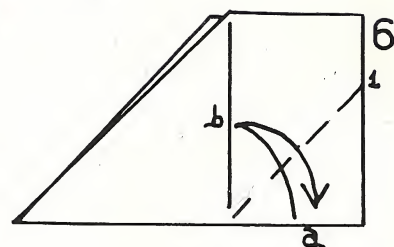
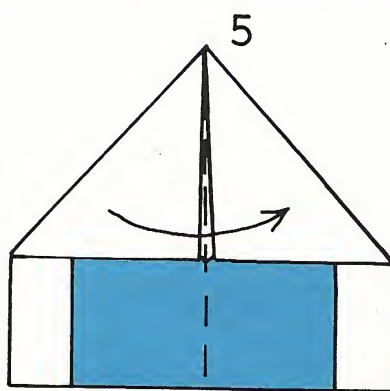
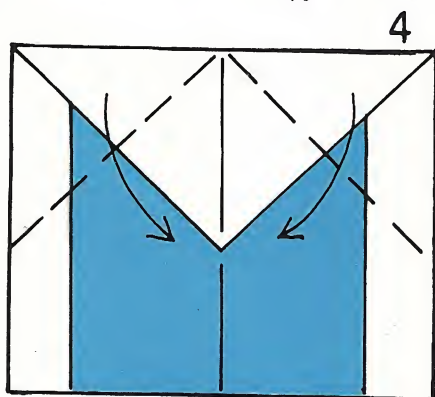
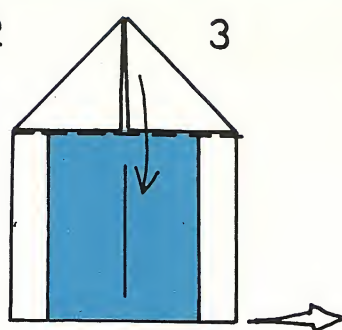
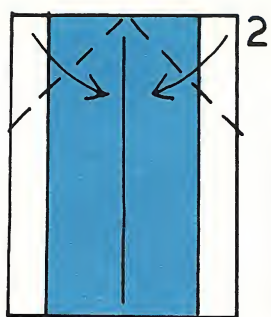
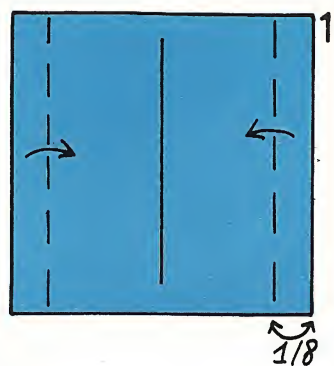
LA TESTA

vista ai raggi X

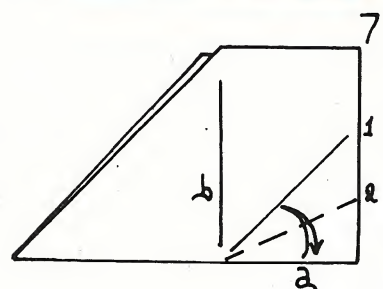




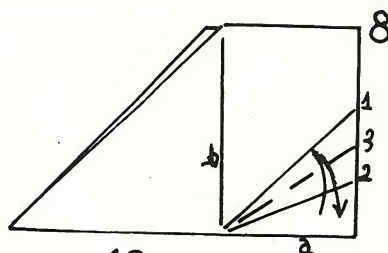




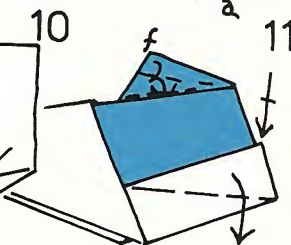
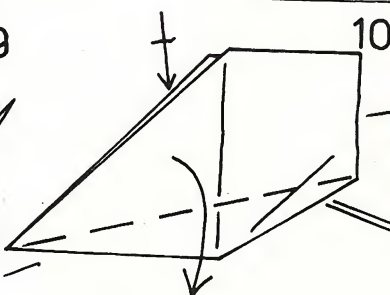
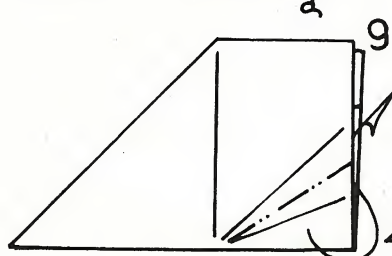
segnare la piega 1
portando (a) su (b)



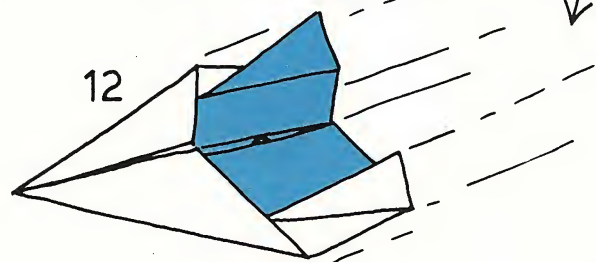
segnare la piega 2
portando (a) su (b)

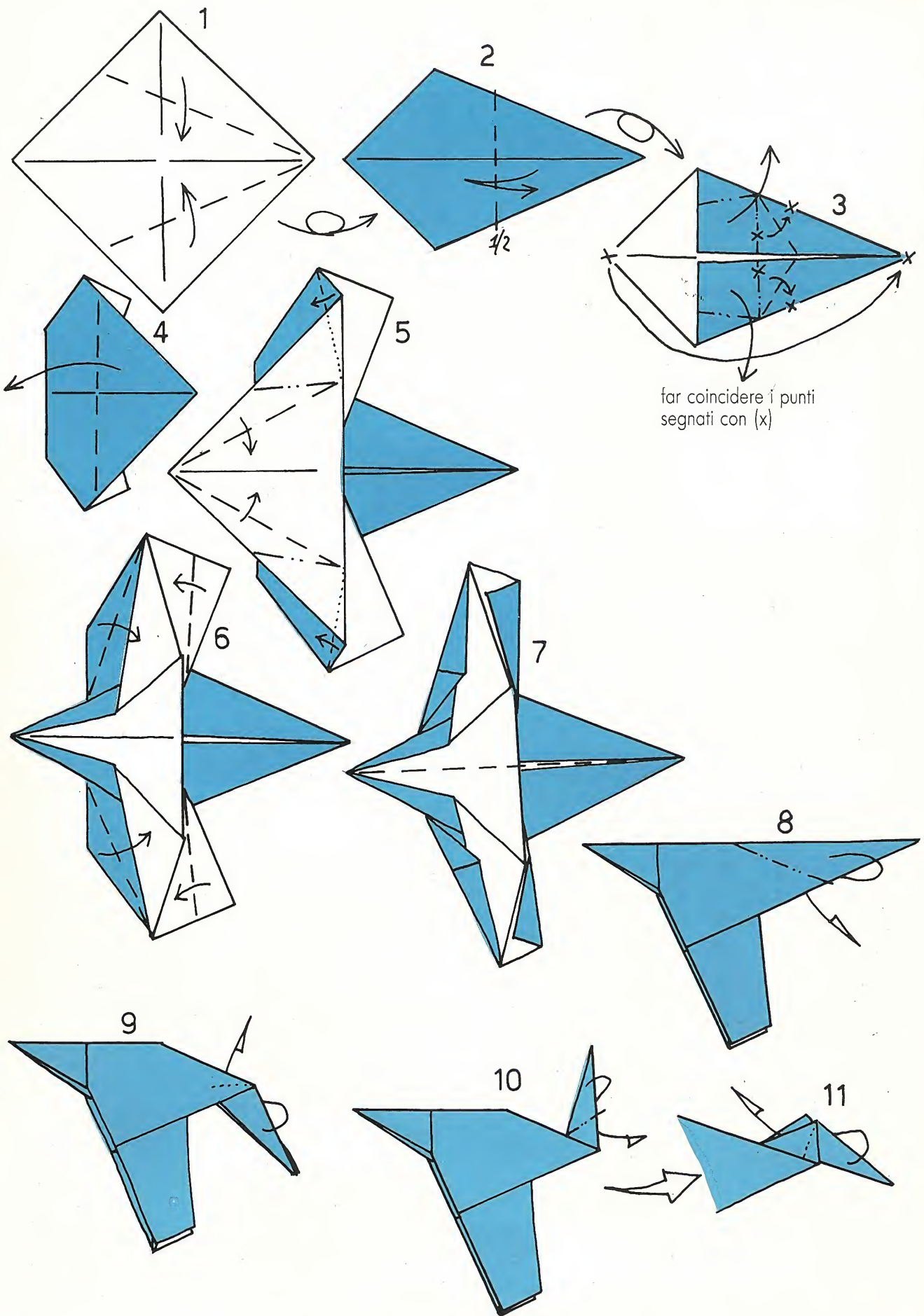


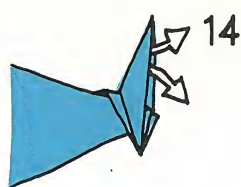
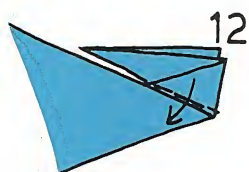
segnare la piega 3
portando (2) su (1)



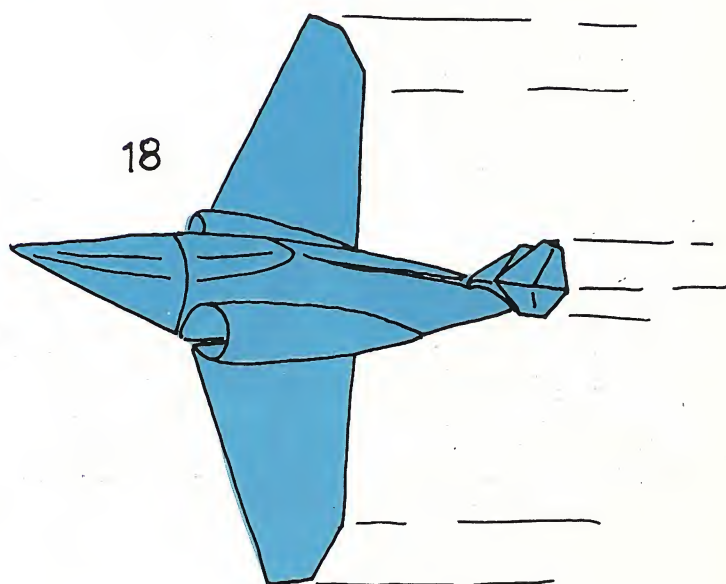
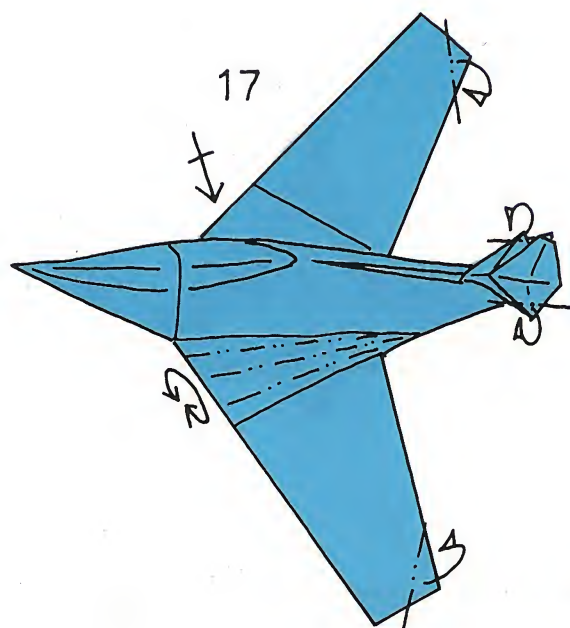
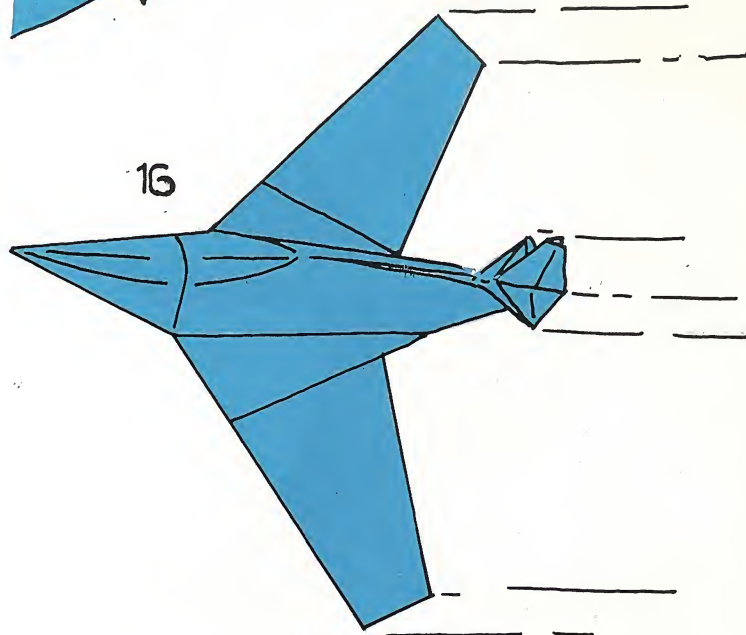
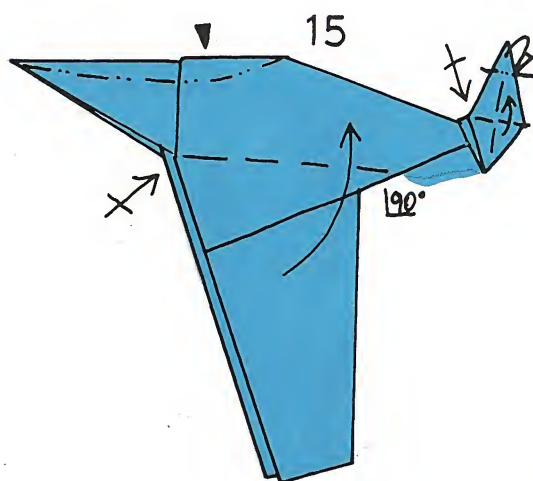
piegare due volte (f)
intascando; rialzare le ali
e mettere i due timoni in
posizione verticale



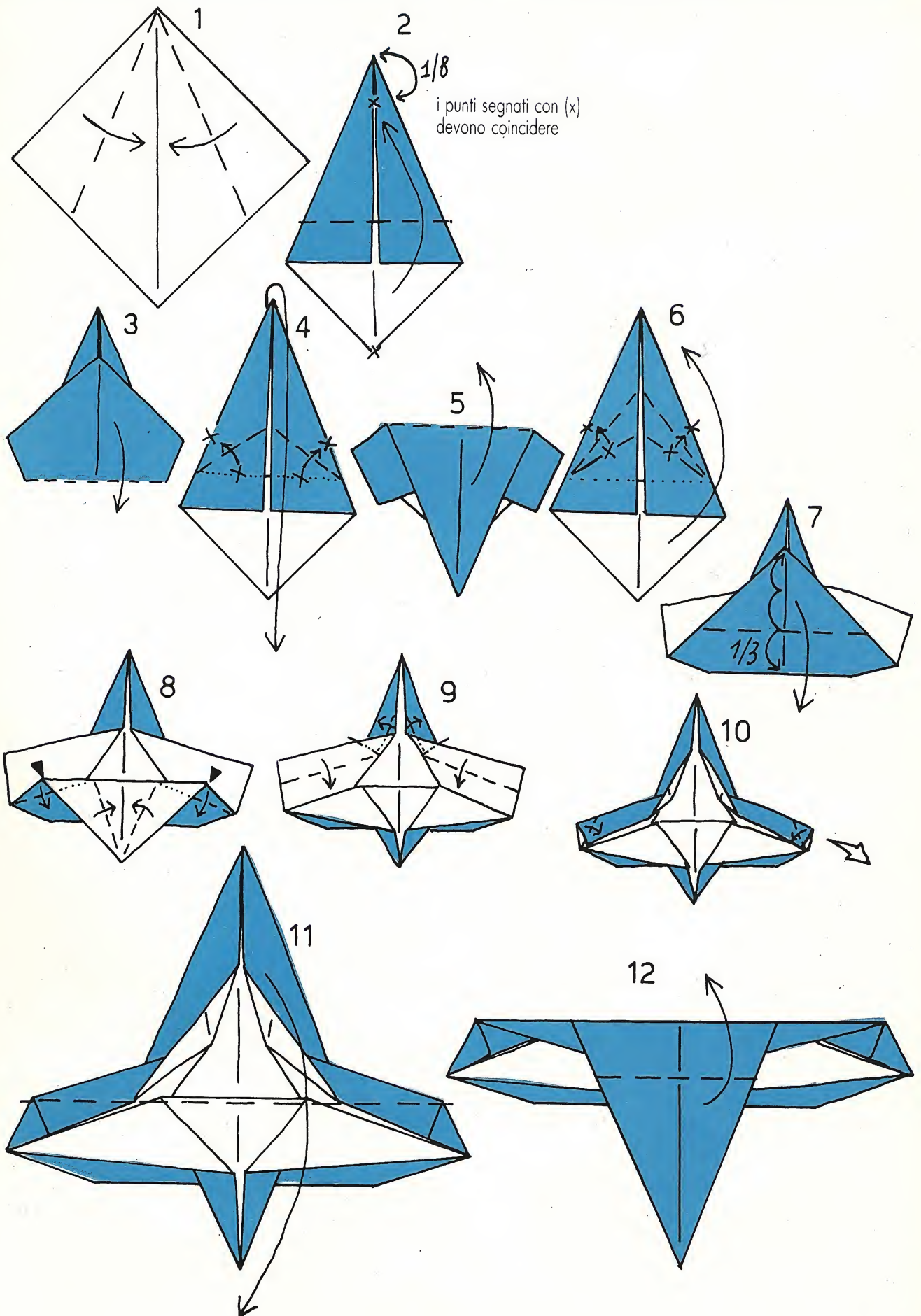


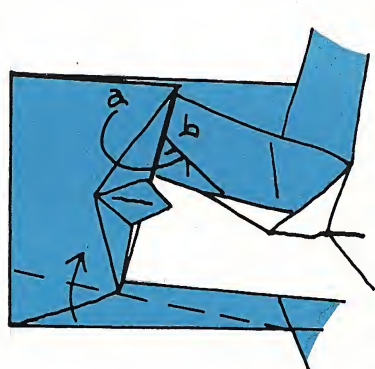
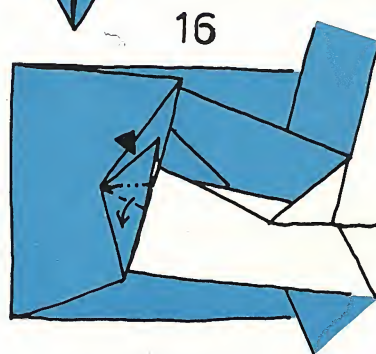
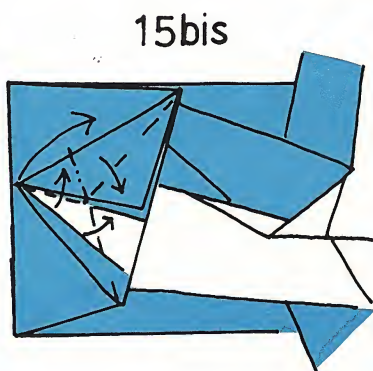
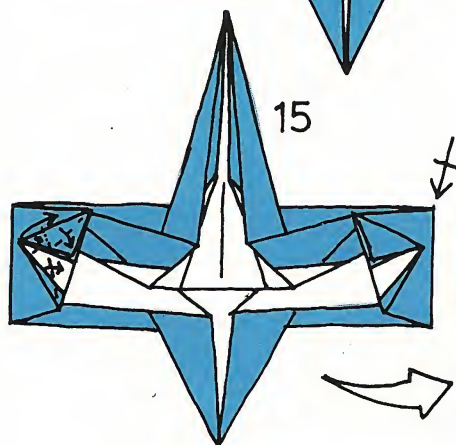
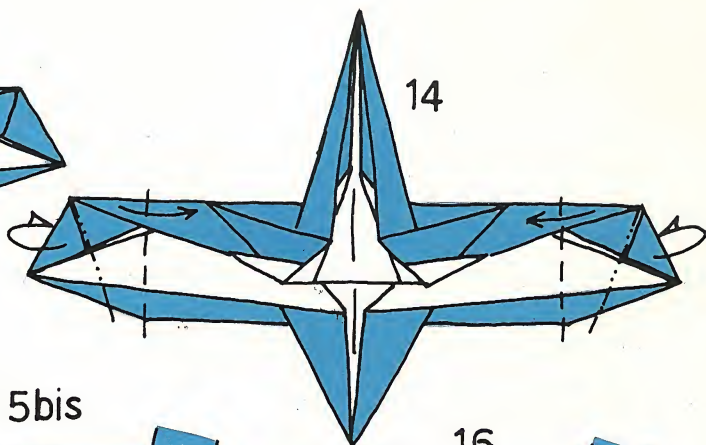
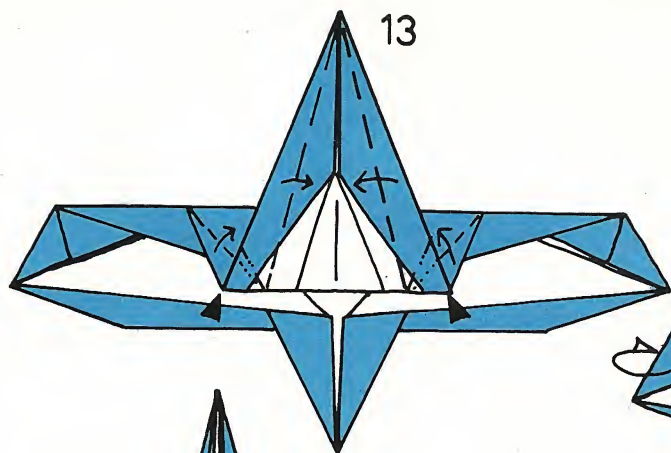


estrarre i lembi interni

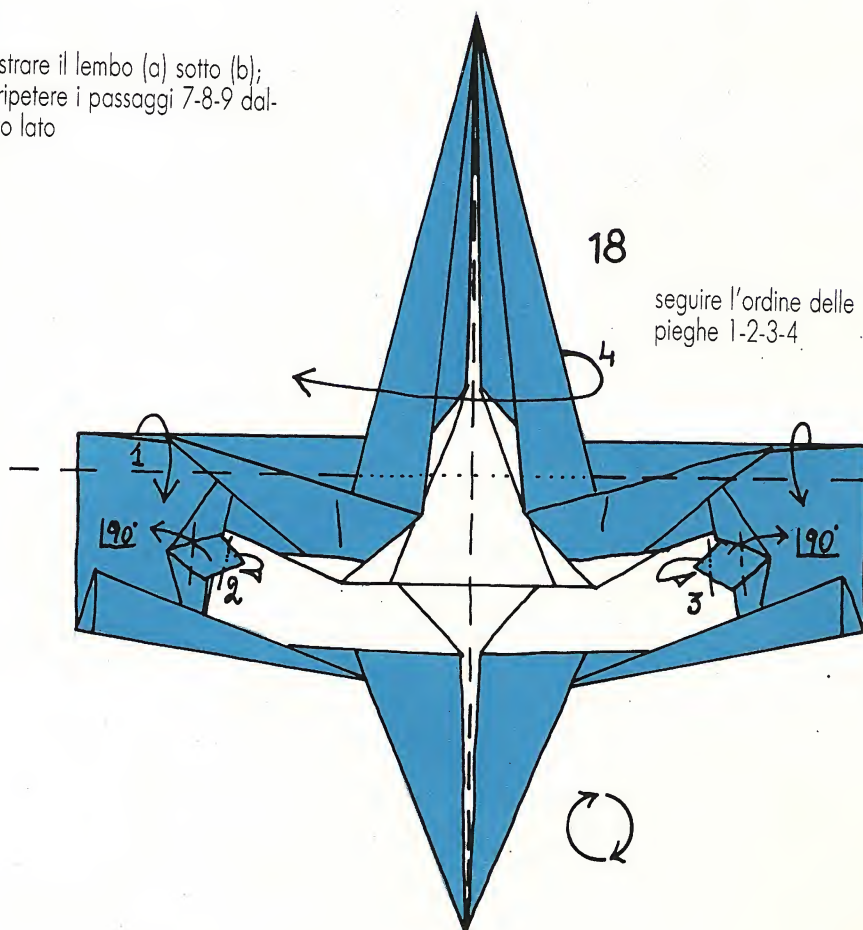


Questo modello ha vinto il 1° premio al Concorso Internazionale di aeromodelli di carta organizzato a Saragozza nel 1988, (categoria modelli non volanti).

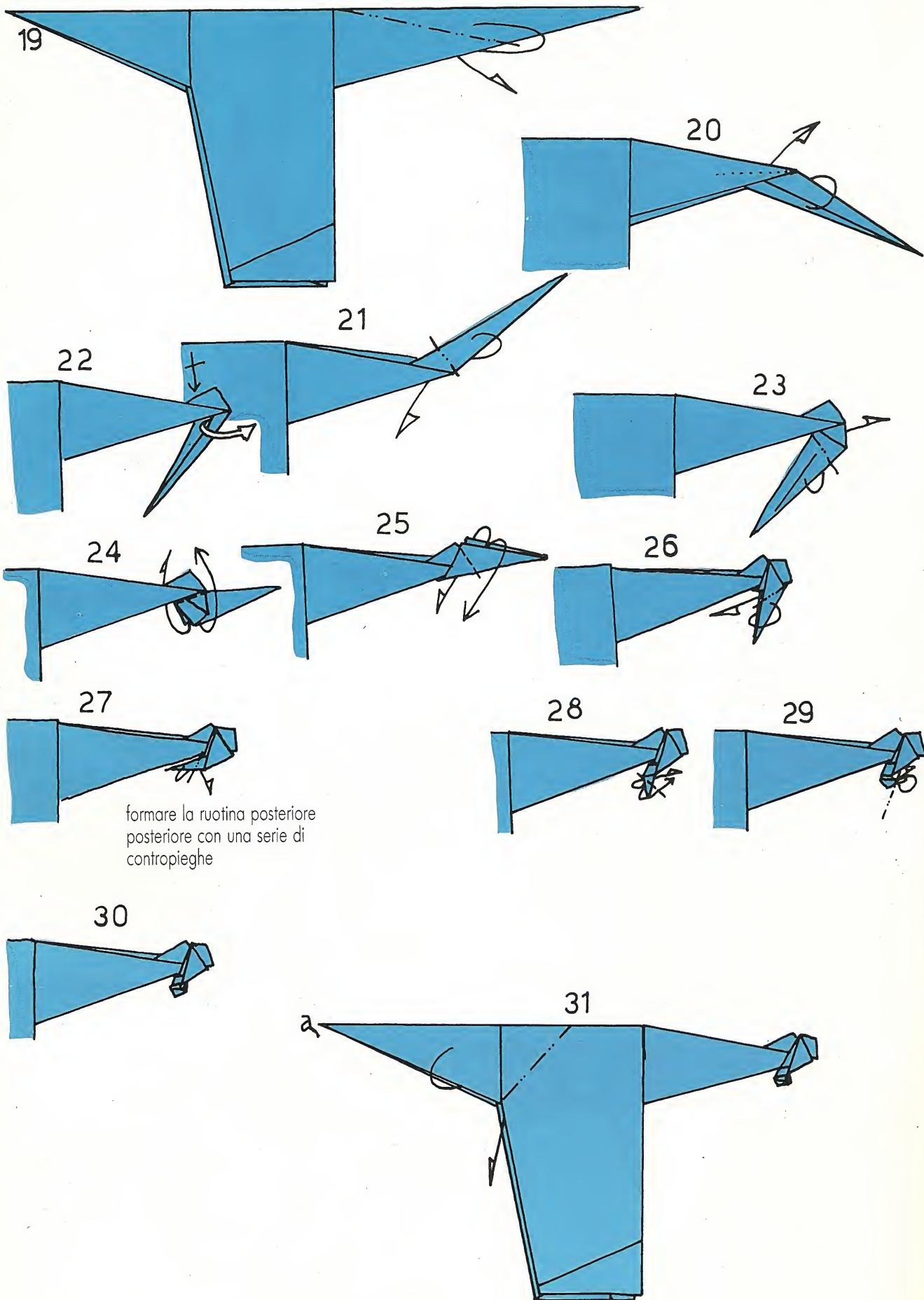




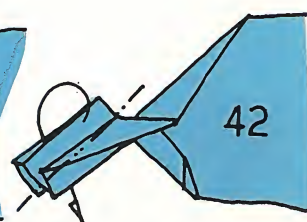
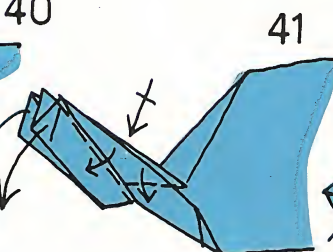
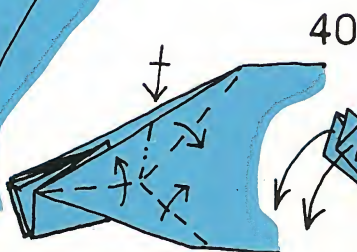
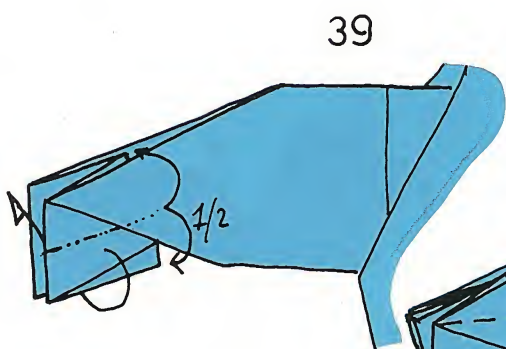
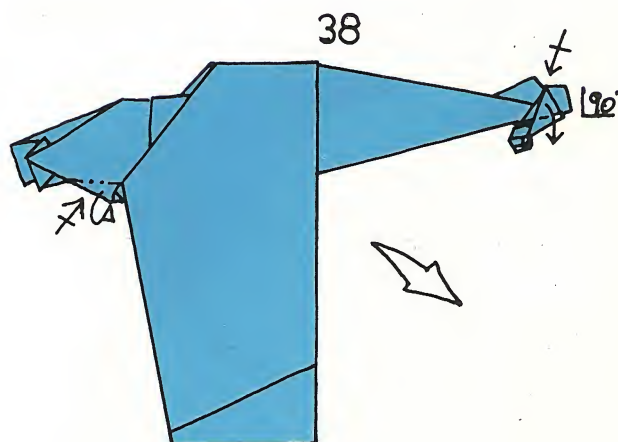
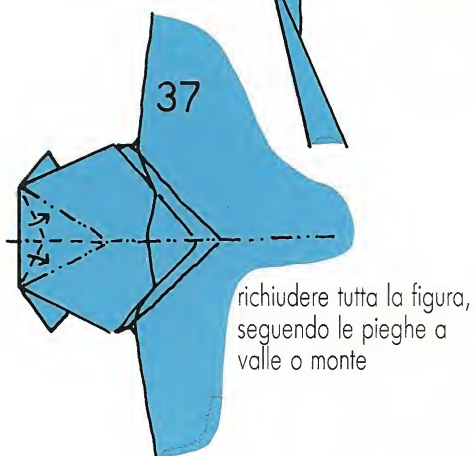
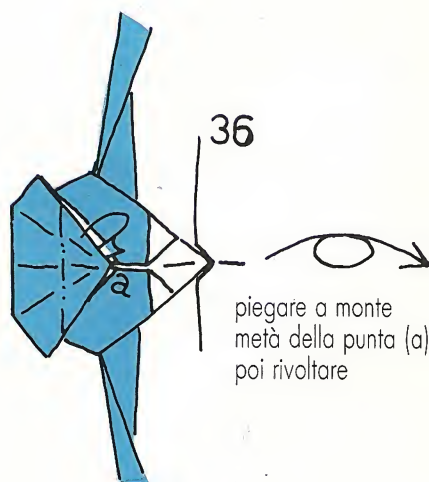
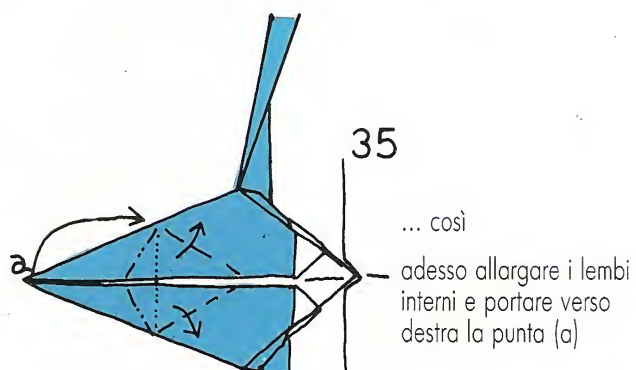
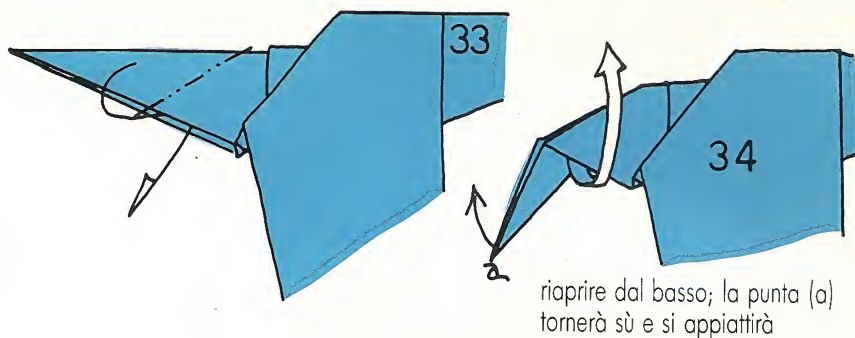
17
incastrare il lembo (a) sotto (b);
poi ripetere i passaggi 7-8-9 dal-
l'altro lato

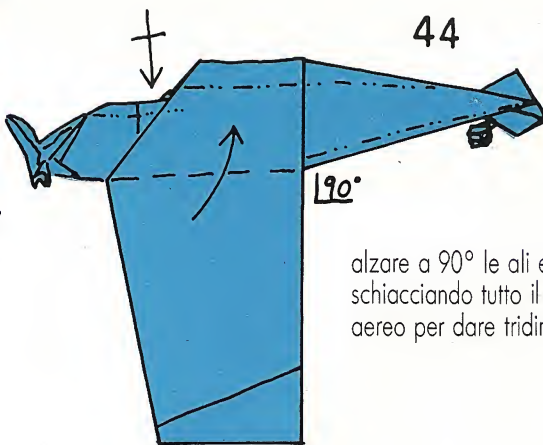
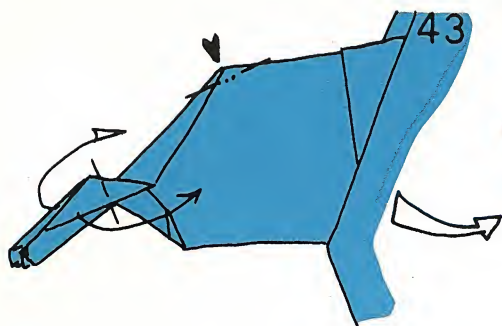


18
seguire l'ordine delle
pieghe 1-2-3-4

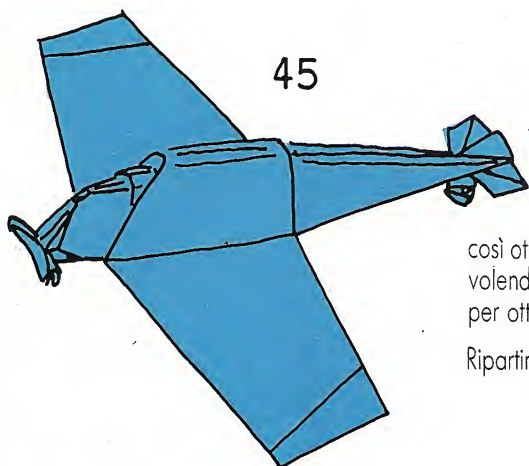


formare la ruotina posteriore
posteriore con una serie di
contropieghe



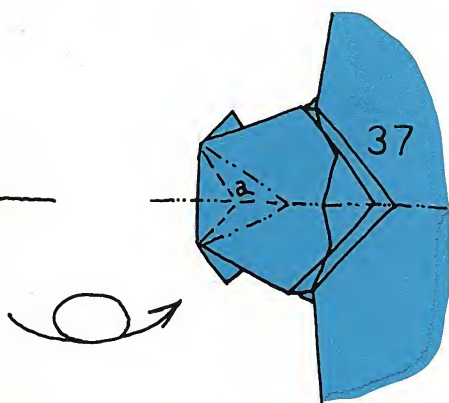
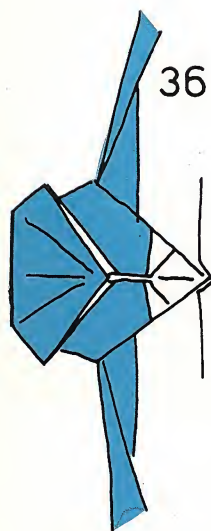


alzare a 90° le ali e modellare schiacciando tutto il corpo dell'aereo per dare tridimensionalità

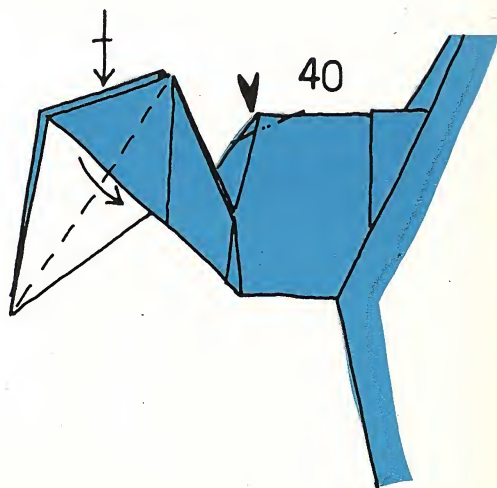
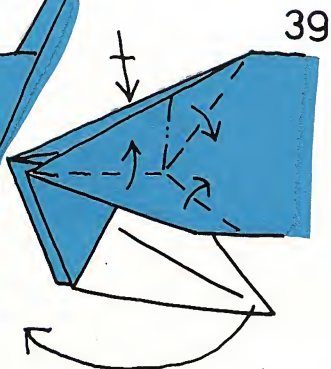
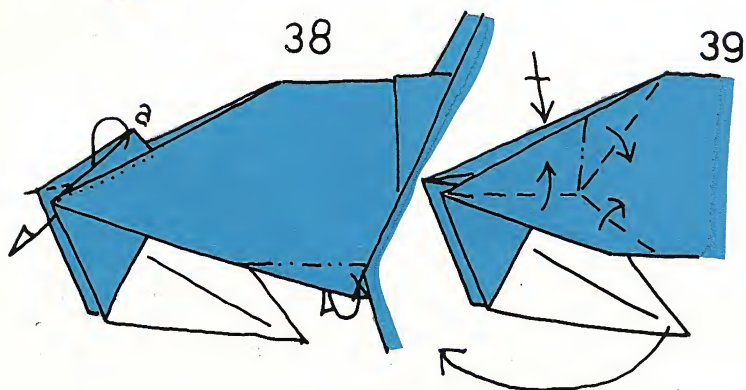


così otteniamo un aereo con l'elica a due pale; volendo possiamo variare le pieghe dell'elica per ottenere un aereo con l'elica a tre pale.

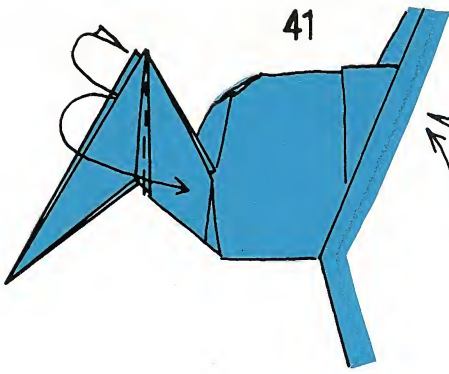
Ripartire dalla fig. 36



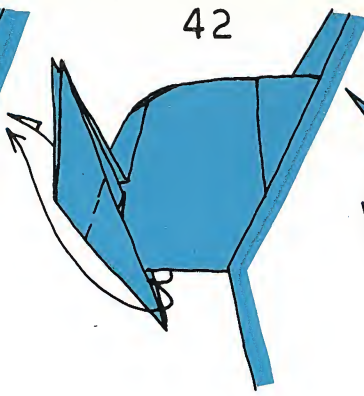
attenzione, questa piega differisce dalla 37 del modello precedente, soltanto nelle pieghe del triangolino sulla punta, adesso il punto (a) è maggiormente spostato verso il centro



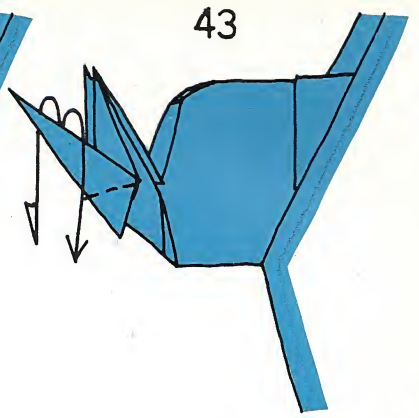
41



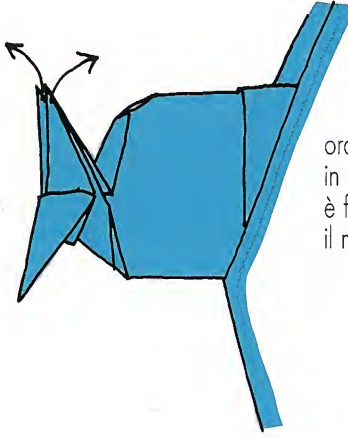
42



43

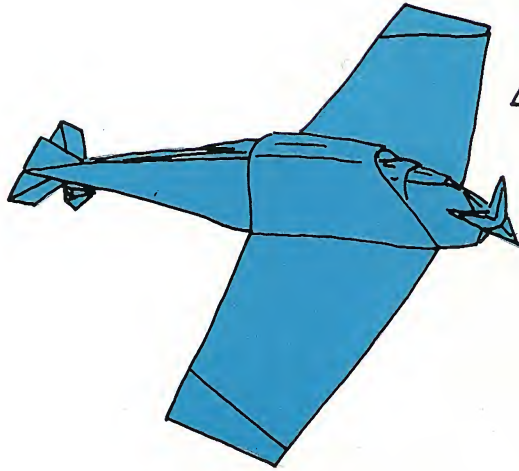


44

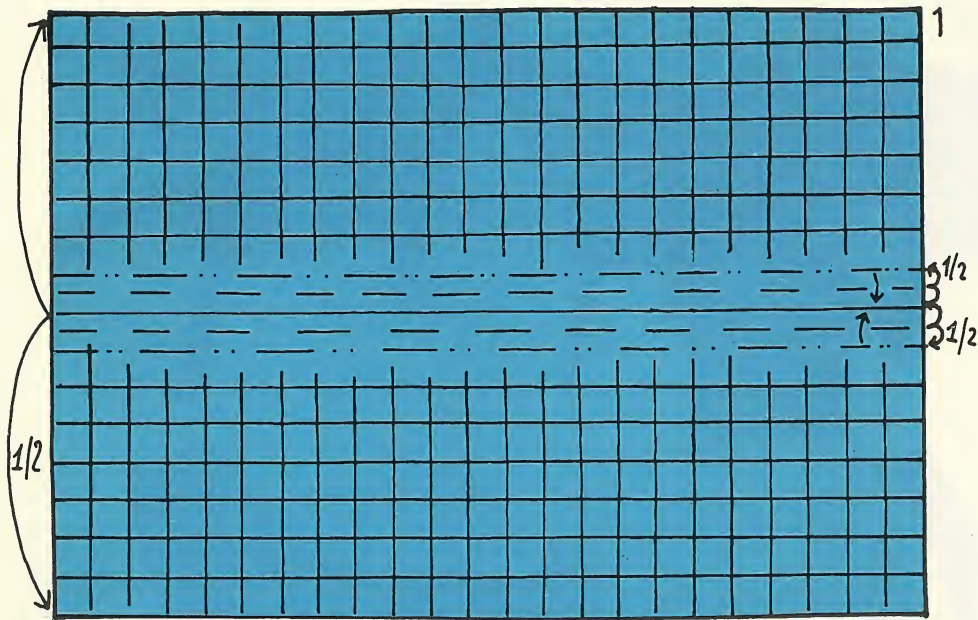


ora divaricare le due punte
in alto e l'elica a tre pale
è fatta; poi procedere come
il modello precedente

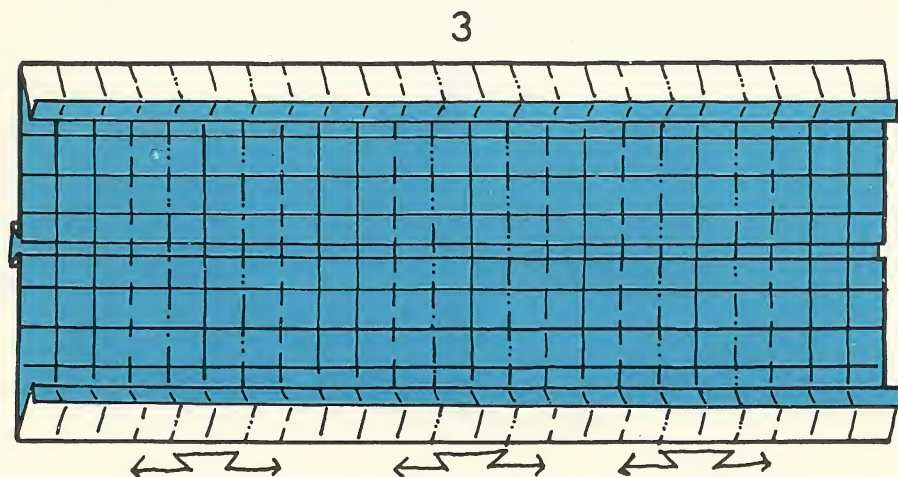
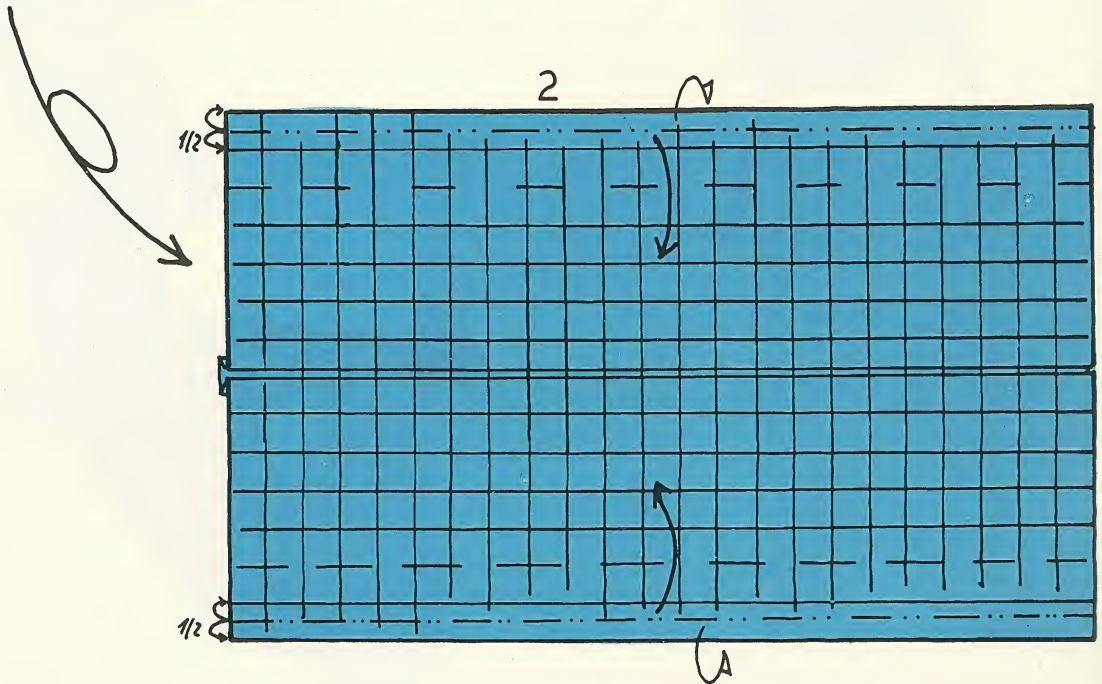
45

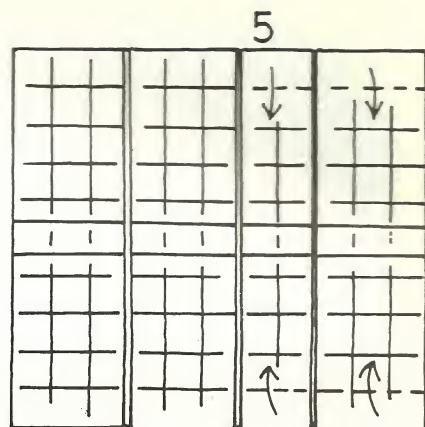
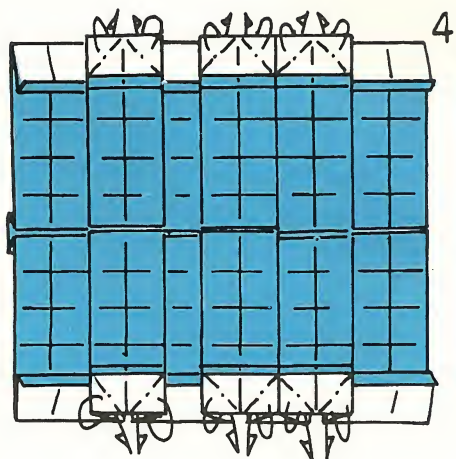


IL CAMION



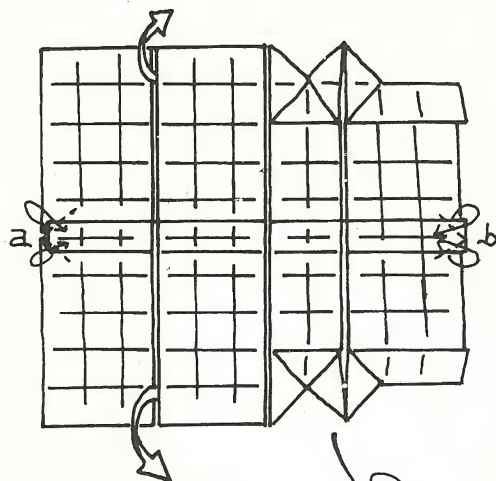
usare un foglio di carta metallizzata, suddivisa precedentemente in 23 quadratini per 16; apparentemente può sembrare difficile, ma piegando vi accorgete che non lo è affatto; serve solo un po' più di attenzione.





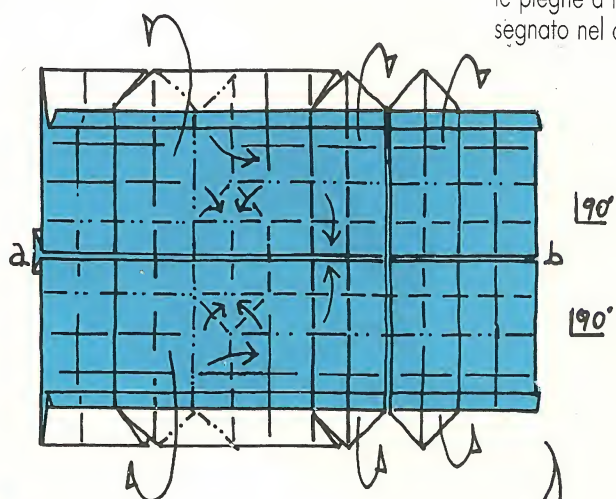
6

bloccare (a) e (b),
poi riaprire parzialmente
e girare



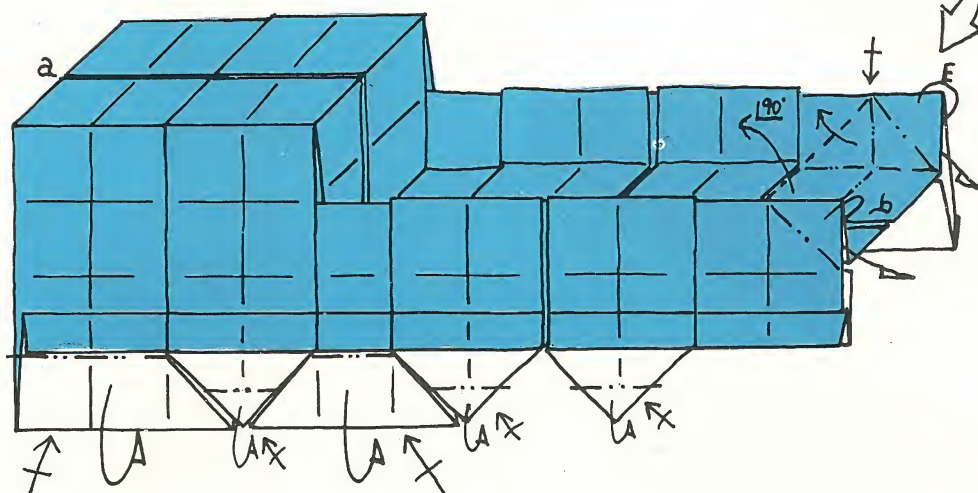
7

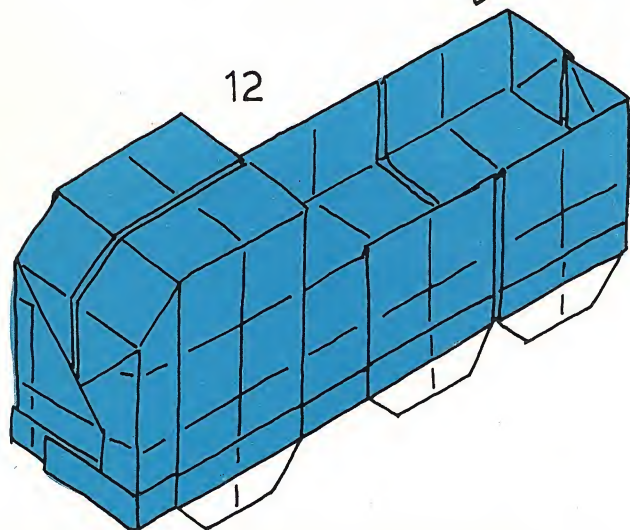
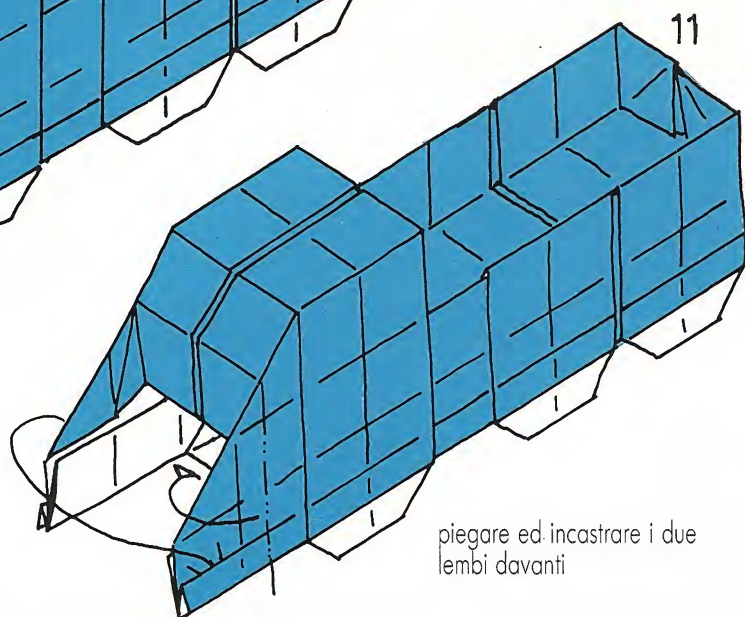
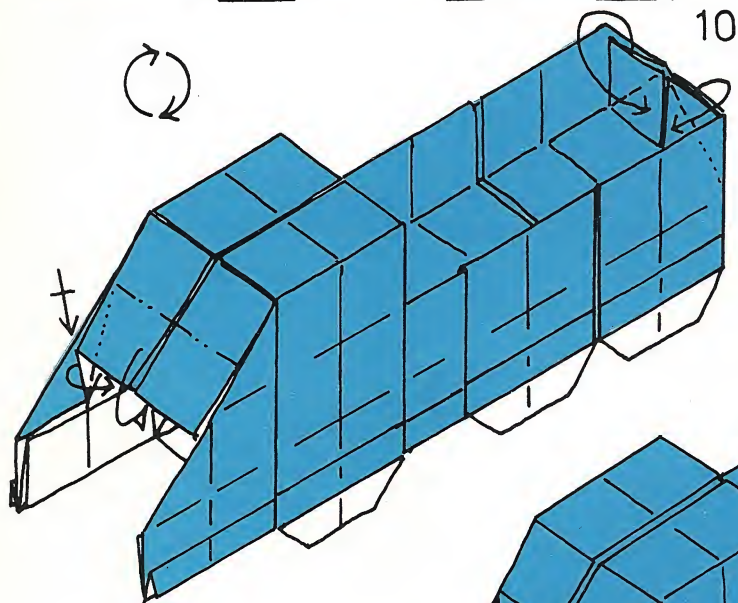
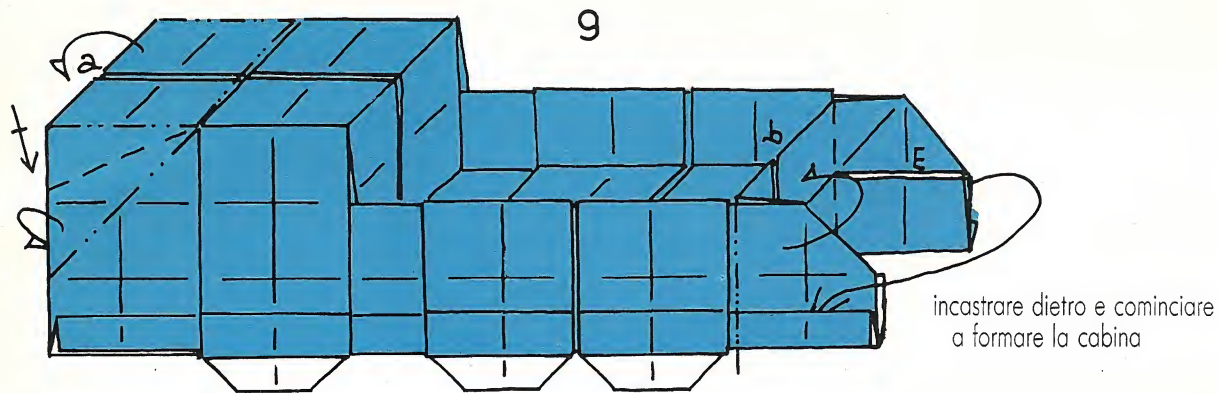
dare tridimensionalità seguendo
le pieghe a monte e a valle come
segnato nel diagramma;



fate molta
attenzione,
questo è il
passaggio più
difficile

8





18/12/96



6542

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